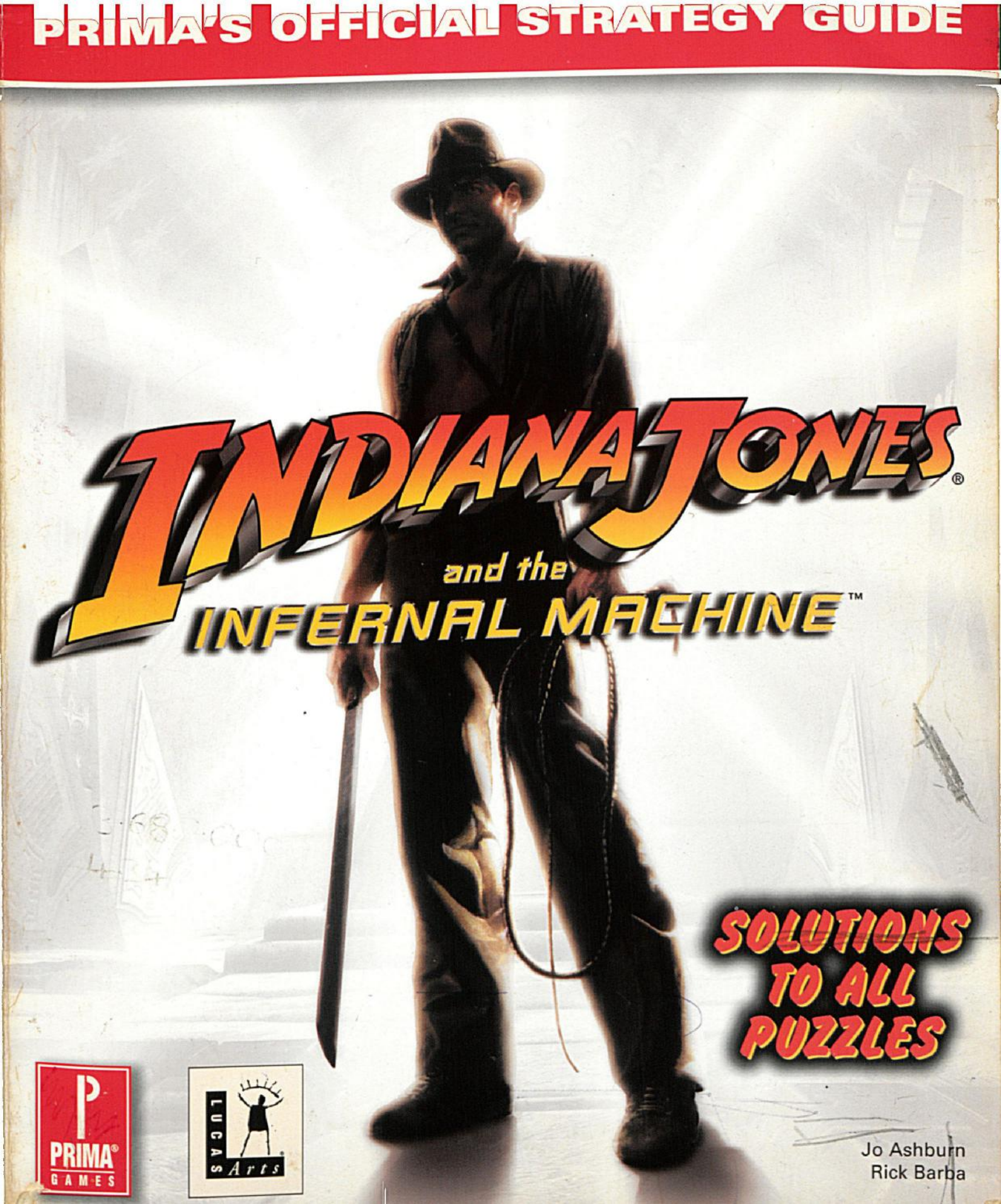
PRIMA'S OFFICIAL STRATEGY GUIDE



INDIANA JONES®

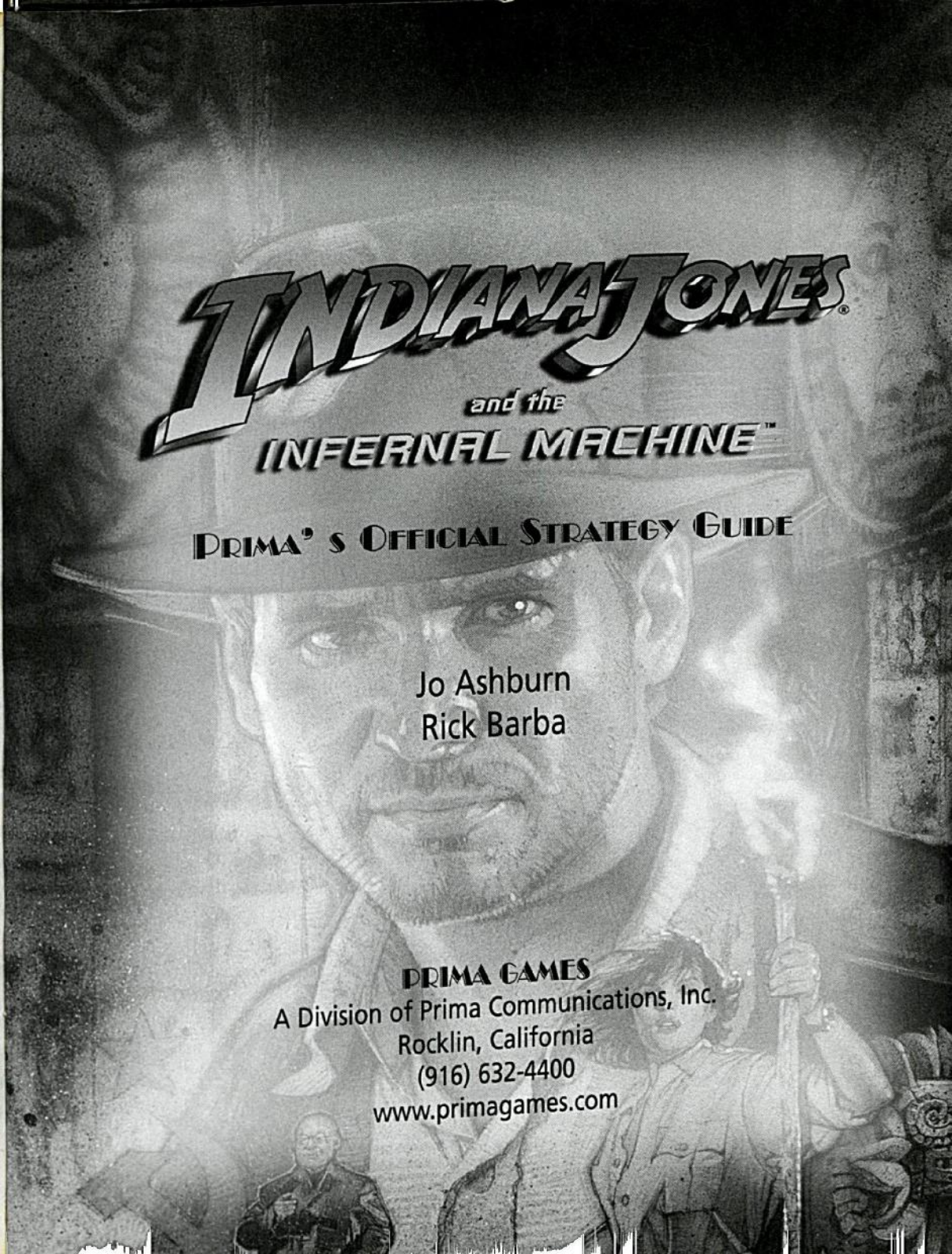
and the INFERNAL MACHINE™

SOLUTIONS TO ALL PUZZLES

PRIMA® GAMES

LUCAS Arts

Jo Ashburn
Rick Barba



Prima's Official Strategy Guide

Jo Ashburn
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PRIMA GAMES
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INDIANA JONES and the INFERNAL MACHINE™

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3875 Atherton Road
Rocklin, CA 95765
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Project Editors: Patrick Cunningham, Brooke N. Raymond
Product Manager: Jennifer Crotteau

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Chapter 1
Introduction

BARNETT COLLEGE, 1947

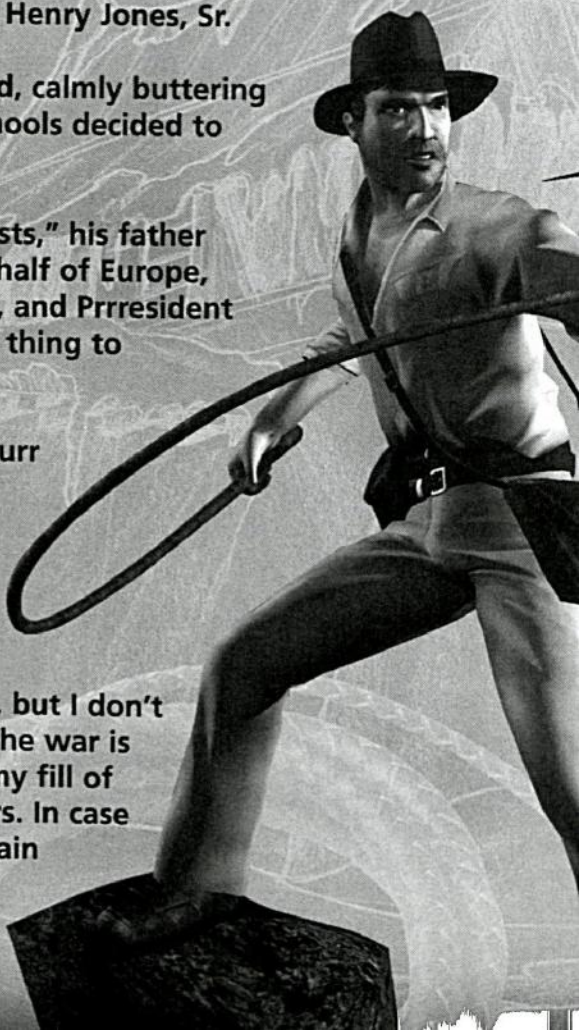
Dr. Indiana Jones looked up from his plate of scrambled eggs and ba just in time to duck the newspaper thrown by his father, the noted scholar Dr. Henry Jones, Sr.

"What is it, Dad?" Indy asked, calmly buttering his toast. "Have the high schools decided to stop teaching Latin?"

"It's those godless Communists," his father fumed. "They're takin' over half of Europe, closing down the churrrches, and Prrresident Truman's not doin' a blasted thing to stop them!"

The senior Jones's Scottish burr thickened considerably with anger. Indiana promised himself that this time he wouldn't let himself be drawn into the argument.

"It's a terrible situation, Dad, but I don't see what I can do about it. The war is over. And, frankly, I've had my fill of politics and world conquerors. In case you've forgotten, I have a train and a dig in Utah waiting for me. From now on, I'm just a simple archeologist."



INTRODUCTION

Dr. Jones, Sr., raised one eyebrow. "Junior, you are a simple archeologist like Julius Caesar was a simple foot soldier. It's no good denying you've got a taste for adventure, and if you don't seek it out, it will come looking for you. Even as a boy, you couldn't go on a simple Boy Scout camping trip without falling off a cliff or nearly falling off a train."

"I didn't think you noticed," Indy replied, picking up his bags. His father sat down to finish off what was left of breakfast. Indy paused at the door.

"Seriously, Dad, I want to thank you for coming up here to take over my classes," he said. "Marcus has all my class rosters and lecture notes, so there shouldn't be any problem. Oh—and Dad," Indy opened the door. "Would you keep a close eye on my Tuesday afternoon class? I think I might have a couple of godless Communists in there...."

Dr. Indiana Jones closed the door behind him before his father could find something else to throw.

Two weeks later, on a blazing Utah morning, Indy was forced to admit himself that, once again, his father was right. He'd forgotten how *ordinary* an ordinary dig could be. He'd found nothing of value, and the methodical nature of his work could be crushingly dull. He wouldn't mind running into a spy or two—or even, say, Sophia Hapgood, whom he hadn't seen since the war. He'd enjoyed their impassioned arguments almost as much as their equally passionate romance. He rubbed the scar on the back of his neck, remembering that, when angry, Sophia, too, had a tendency to throw things.

Well, she wasn't going to drop out of the sky, Indy told himself, so he might as well get back to work....

STRATEGY AND TIPS

Always read the manual that comes with the game. It usually contains basic information and all the moves you need to know to play. In this game, though, often it's a question of knowing which moves to use where—and that's what this guide is about. Keep the following points in mind as you go along.

Look Before You Leap

The game manual tells you how to activate Indy's Look option. When you come to a pit or cliff edge, use Look to find out what waits at the bottom—to learn whether there's a ledge to jump to, spikes to avoid, or no visible bottom at all. Occasionally, you may spot a treasure this way. Similarly, at dead ends, Look up for ledges to jump to and overhangs you can whip to climb up.

Use the Whip

Anyone who's seen an Indiana Jones movie knows how useful Indy's whip can be. He can use it to disarm his enemies, to climb to a convenient overhang, or to negotiate gaps too broad to leap across.

Make Yourself a Moving Target

Keep moving—running or rolling—whenever enemies are in pursuit, especially if they're firing guns. Many of Indy's human opponents use a sideways roll to avoid his gunfire, so why shouldn't he?

Keep Your Eyes Open

The level designers were particularly inventive when it came to tucking away surprises, especially those pesky treasures you must find to increase your IQ score. Of course, the walkthroughs reveal their whereabouts.

Watch Your Gauges

Keep an eye on your health gauge (lower left of the screen) at all times. Green means Indy can go ahead with confidence. Yellow indicates you should use caution, because you must restore your health soon. Red means stop (if you can) and restore your health *right away*. If a skull appears behind the health gauge, Indy's been poisoned, and his health will decline rapidly unless he gets medicine. When the health gauge is black, Indy is *dead*.

When swimming, Indy's air gauge displays on the right. Once it reaches "empty," his health declines *very* rapidly. His raft, too, has an air gauge; once it's empty, it sinks and Indy drowns immediately.

Finally, watch the power gauge on the right of the screen when Indy uses a magical artifact. Once that goes down, the artifact saps Indy's energy and his health declines rapidly.

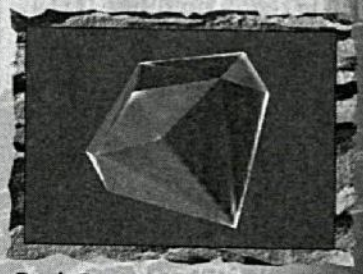
CHEATS

Every game has built-in cheats, usually for the convenience of game testers and programmers. Often they're shipped with the game. The following are some known cheats shipped with *Indiana Jones and the Infernal Machine*. You must hold F10 to activate the cheats:

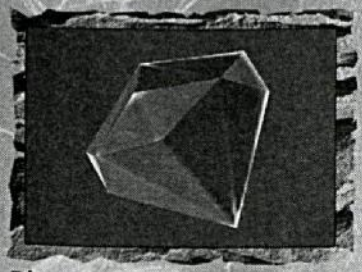
Invul On—TAKLIT_MARION ON
Invul Off—TAKLIT_MARION OFF
All Weapons—URGON_ELSA
Health Items—AZERIM_SOPHIA
Free Hints—NUB_WILLIE

TREASURES

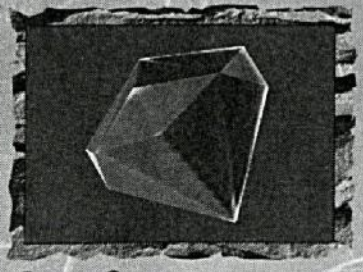
Each level conceals 10 treasures of various kinds. In general, the silver and gold idols are the most difficult to find.



Red Gem

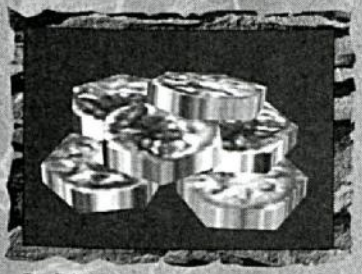


Blue Gem

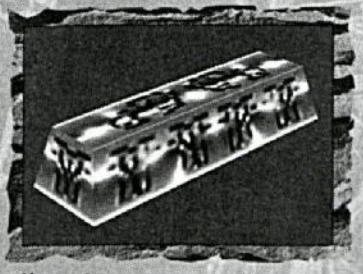


Green Gem

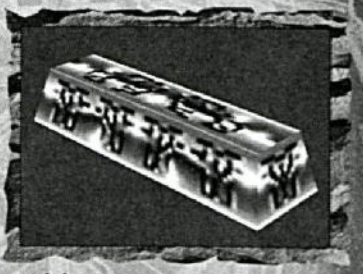
Silver Coins



Gold Coins



Silver Ingot



Gold Ingot

Silver Idol

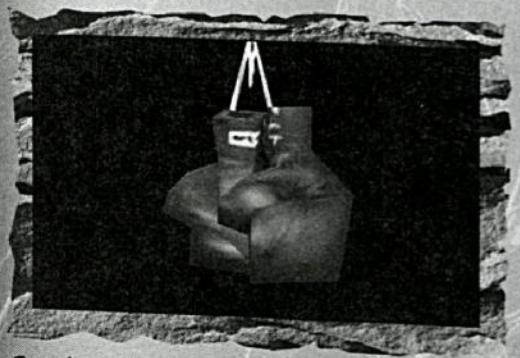
Gold Idol

Case Full of

WEAPONS

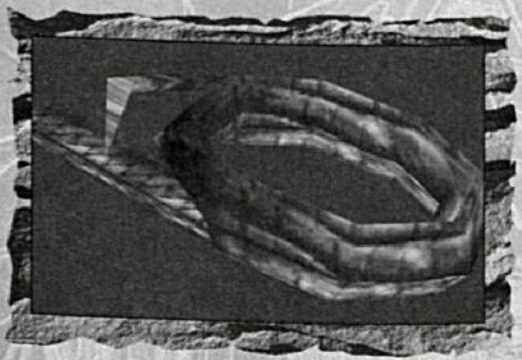
Sometimes a whip just isn't enough. Indy will collect quite an arsenal before his adventure ends. All guns are autoaim: if Indy points toward an enemy, his gun will train on his target automatically. Here are some of the weapons Indy can use.

Fists



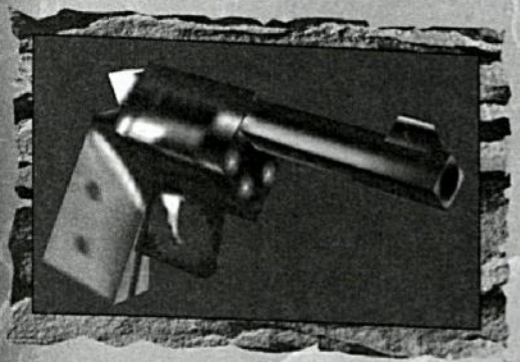
Good against unarmed opponents. Indy throws a dynamite punch.

Whip



Again, if Dr. Jones is fast enough, he can employ his famous whip to disarm opponents. Use it to solve puzzles and as a grappling hook.

.45 Caliber Revolver

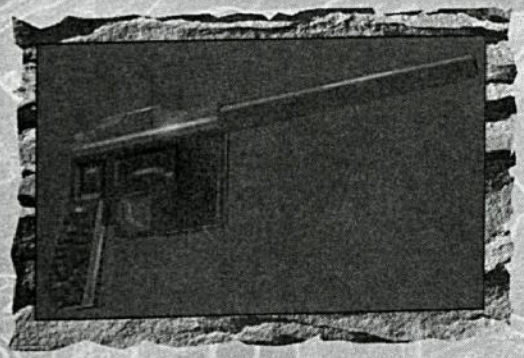


Good short- to medium-range weapon, with unlimited ammunition.

9mm Automatic Pistol

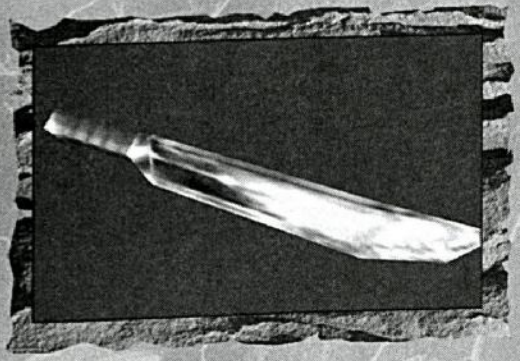
Based on the Soviet Tokarev TT33, this is a plain but effective World War II–era weapon for Red Army officers.

Machine Pistol



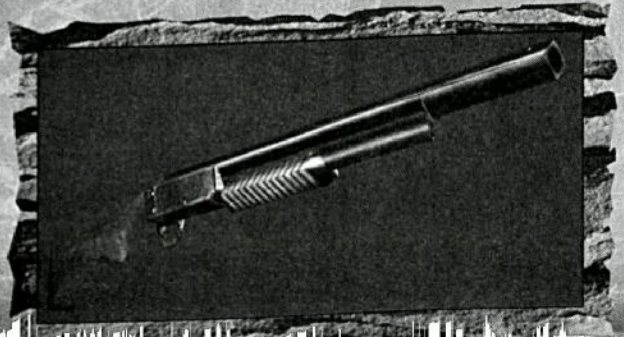
The design of this rapid-fire military automatic was based on the German Mauser M1912. It has the longest range and is the deadliest of any handgun in the game.

Machete



This is Indy's deadliest close-range weapon. It's not an entirely pleasant weapon to use, but it's good for clearing obstructions. It's the only weapon that functions underwater.

Pump Action Shotgun



Based on the Browning model of the period, this weapon provides heavy power at short range, but is less effective at long range.

Combat Rifle

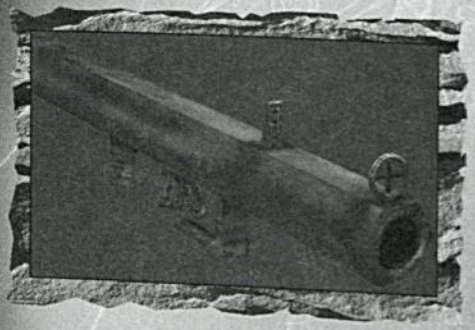
Long-range rifle based on the Simonov SKS.

Submachine Gun

Medium- to long-range rapid fire based on the Soviet PPSh-41.

INTRODUCTION

Bazooka



Powerful long-range rocket launcher.

Satchel Charge

After you set these powerful timed charges, get out of the way *fast*. These also go off when enemies step on them. You can't throw them.

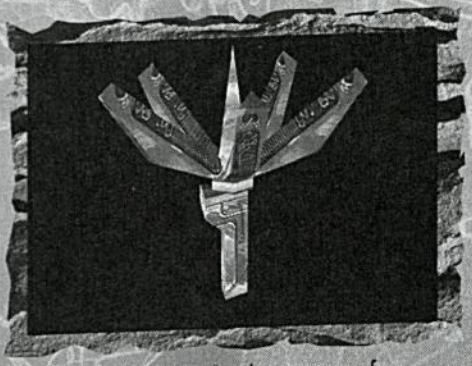
Hand Grenade

You can throw this, but if you're on the same level, you must run a little to escape damage.

MACHINE PARTS

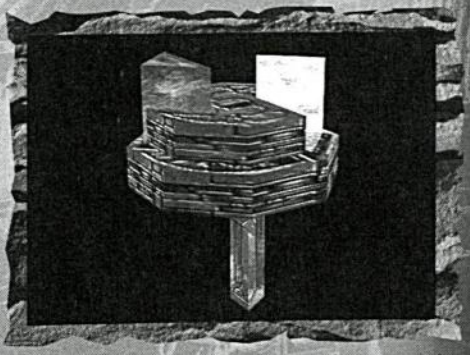
When the tower of Babel was destroyed, Marduk's disciples fled, carrying the four critical parts of the Infernal Machine to different parts of the world. Each part has a power, and sometimes can be used as a weapon. Indy can endure using machine parts for only brief periods. Only when all four machine parts are returned can the Infernal Machine operate again.

URGON'S PART



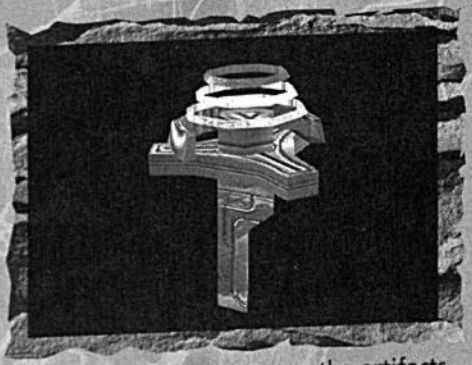
Indy finds this one in the snows of Kazakstan. Use it to smash open weakened walls.

TAKLIT'S PART



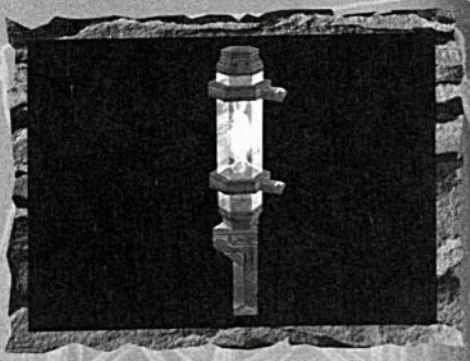
This part lies in a Philippine volcano, and bestows invisibility.

AZERIM'S PART



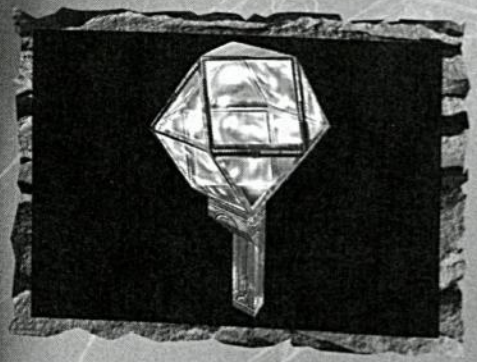
Indy locates this part among the artifacts of the mysterious Olmec civilization of Mexico. When used with crystals called "the Jewels of Heaven," it levitates the user.

NUB'S PART



Found in a tomb in the Sudan, this powerful part energizes certain machinery of unearthly origin.

Tool from Beyond

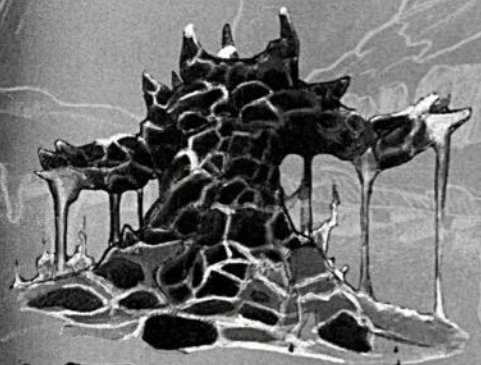


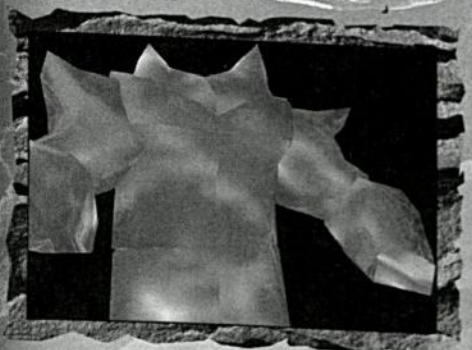
This item opens the permeable membranes between the Aetherium and this world. It resembles a machine part.

BOSSES

Each machine part has a supernatural guardian or monster that protects it from intruders.

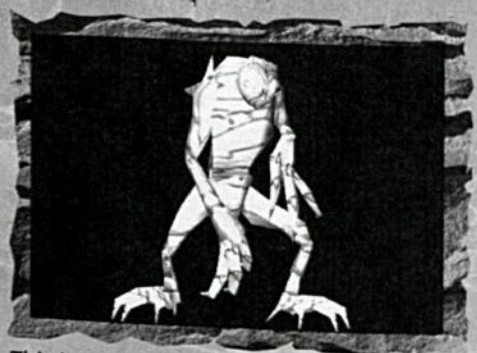
Lava Guardian





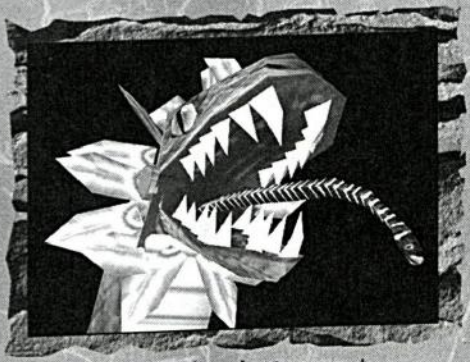
The Lava Guardian of the Palawan Temple lives in a fiery lake and guards Taklit's Part with the help of Lava Warriors.

Ice Guardian



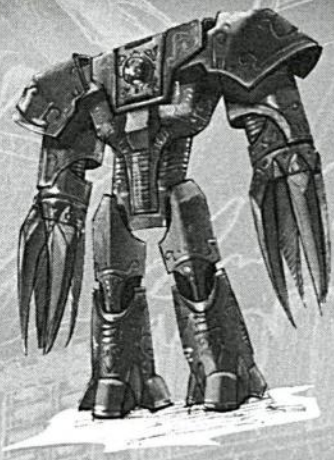
This icy ogre in the Shambala Sanctuary guards Urgon's Part with the aid of little ice minions.

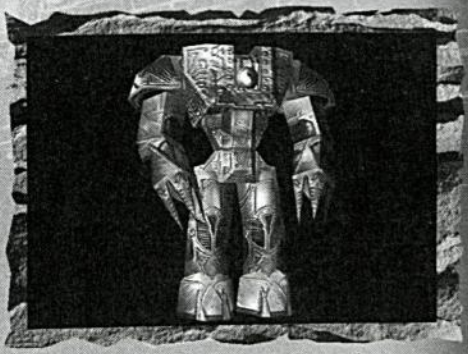
Quetzalcoatl



At Teotihuacan, the giant serpent Quetzalcoatl guards Azerim's Part.

Robot Guardian





Within Nub's Egyptian tomb, a giant bronze robot guards Nub's remains.

Ethereal Marduk

Indy must defeat two incarnations of Marduk before he can find the final machine part and return home.

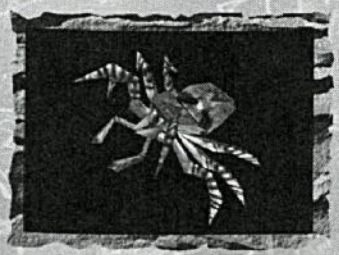
Russians

Along the way, Indy also encounters a virtual army of Communist soldiers.

Local Fauna

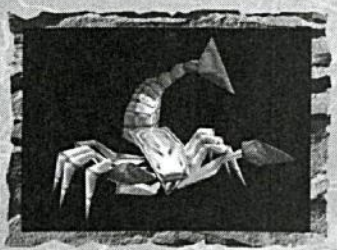
Indy encounters a variety of nasty and dangerous animals during his adventures.

SPIDERS



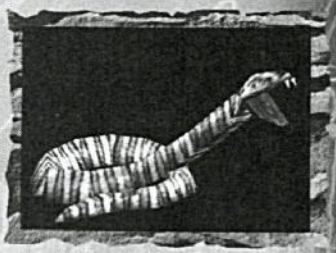
Poisonous. Easily killed.

SCORPIONS



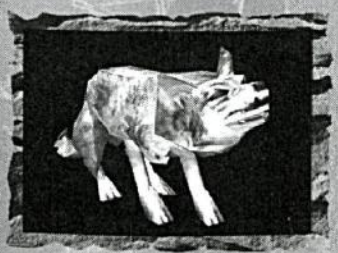
Poisonous. Easily killed.

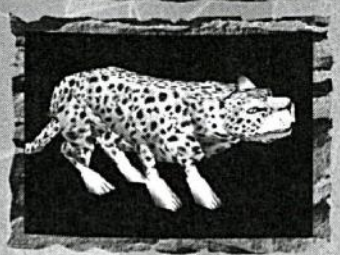
SNAKES



Poisonous. Slightly harder to kill.

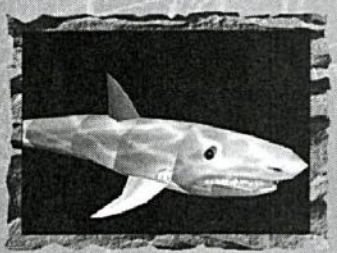
WOLVES, JAGUARS





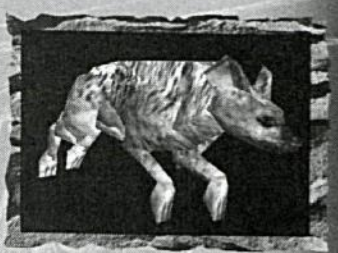
You can't kill these creatures. Frighten them away with gunshots.

SHARKS



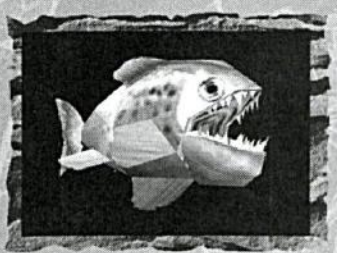
These are very hard to kill. Use your machete.

HYENAS



Run over these with Indy's Jeep.

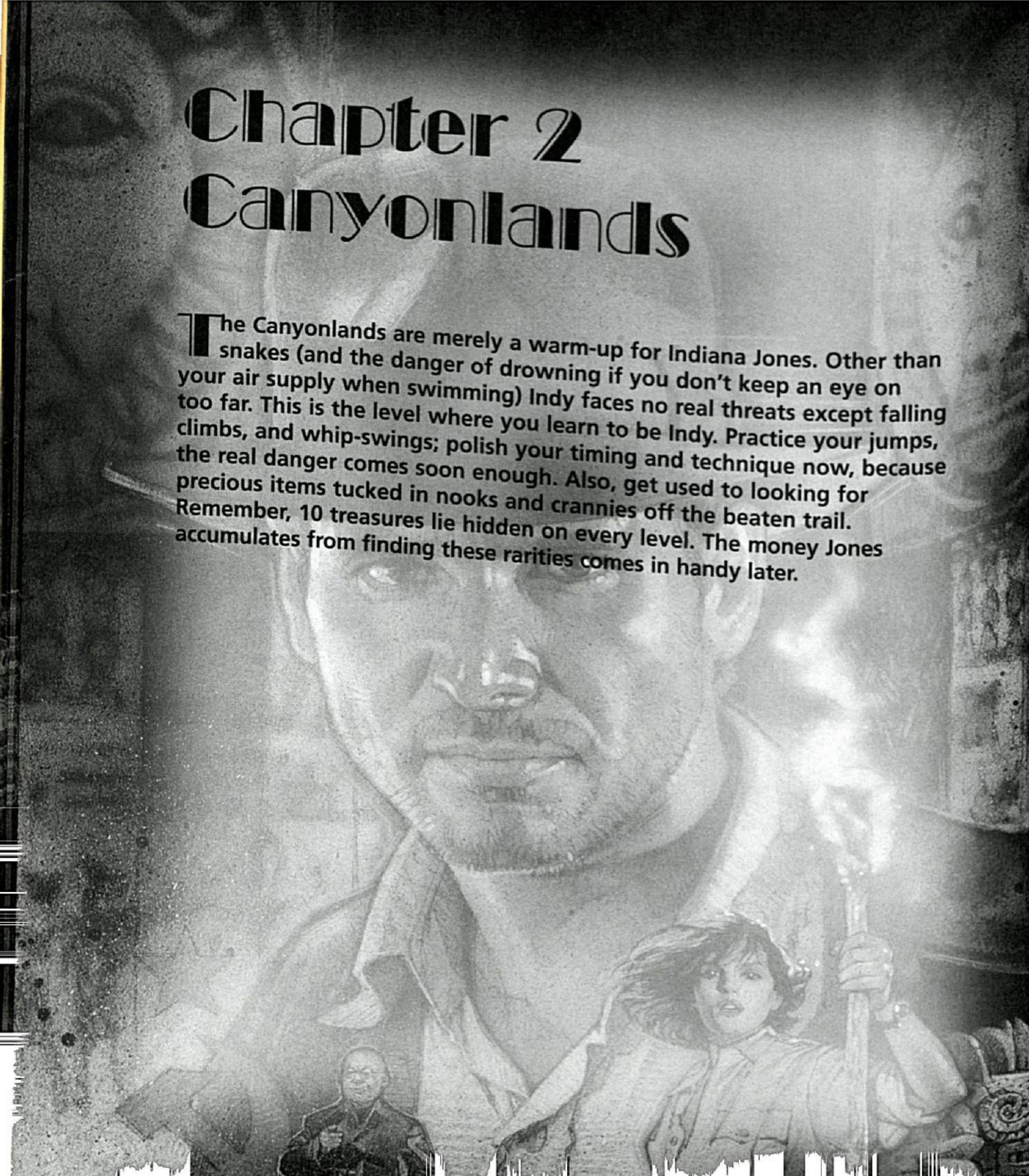
BITING FISH



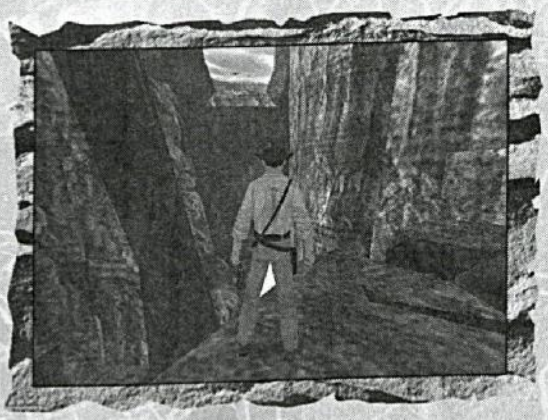
Use your machete to kill these.

Chapter 2
Canyonlands

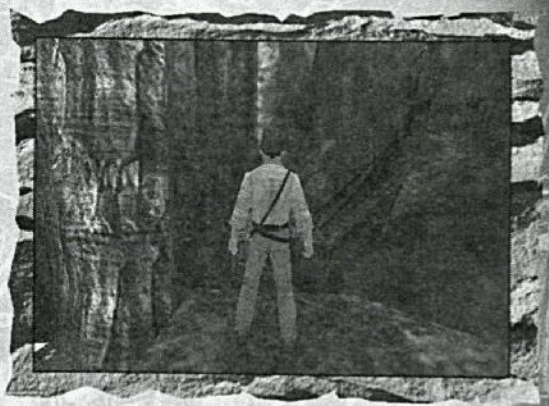
The Canyonlands are merely a warm-up for Indiana Jones. Other than snakes (and the danger of drowning if you don't keep an eye on your air supply when swimming) Indy faces no real threats except falling too far. This is the level where you learn to be Indy. Practice your jumps, climbs, and whip-swings; polish your timing and technique now, because the real danger comes soon enough. Also, get used to looking for precious items tucked in nooks and crannies off the beaten trail. Remember, 10 treasures lie hidden on every level. The money Jones accumulates from finding these rarities comes in handy later.



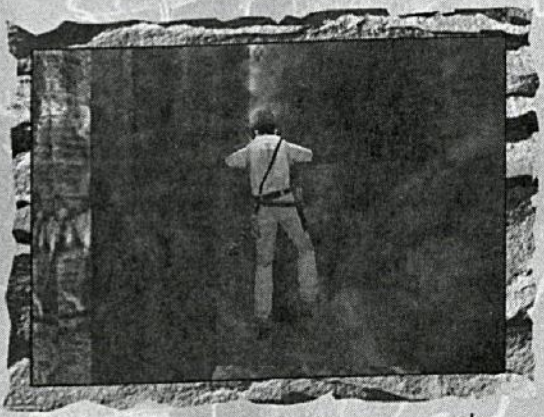
STEP BY STEP



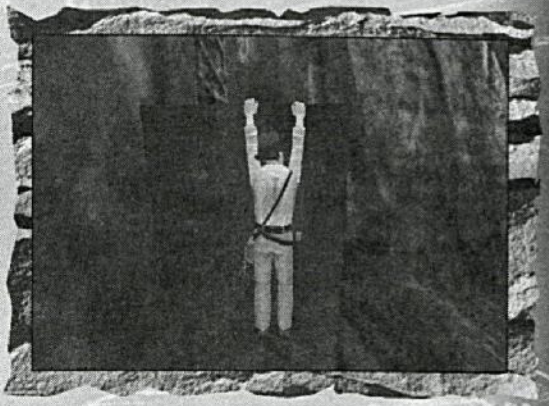
As Dr. Jones says, "Time to go to work."



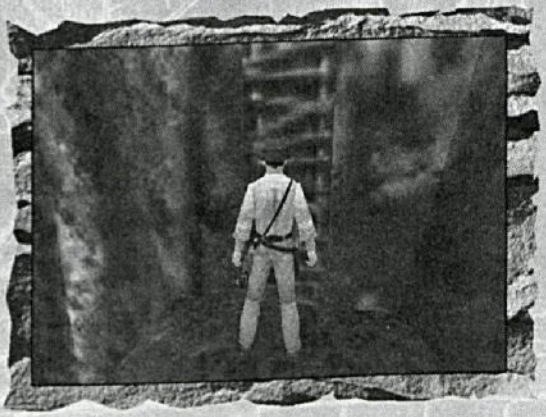
A standing forward jump for Indy over the chasm.



Mount this rock, and the one to the right from there.

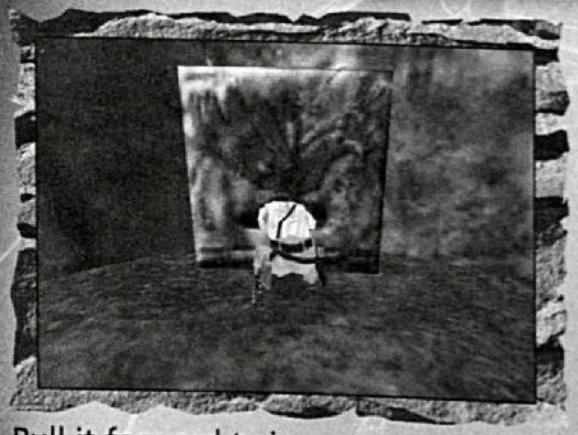


Indy is left hanging. You must go up to complete the climb.

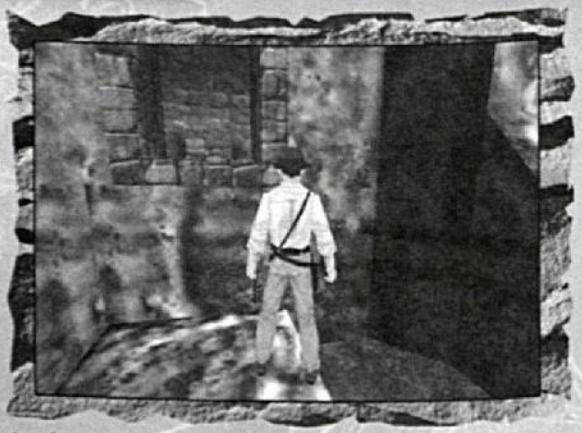


Climb the ladder.

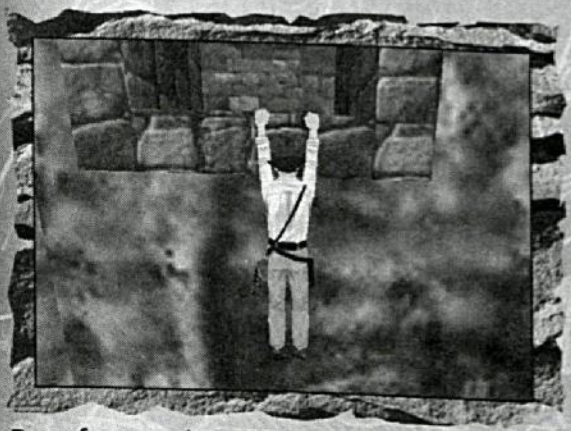
Indy jumps down and walks toward this movable block in the wall.



Pull it forward twice.



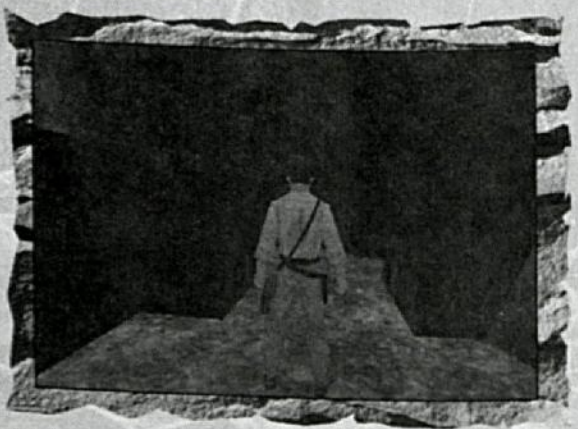
Indy climbs onto the block and faces the recess in the wall.



Run forward and jump to launch him from the edge of the block. You should end up like this. If Indy misses, climb onto the block and try again.

Indy climbs up and spots silver ingots ahead. Just walk forward and grab them. This is the first of the 10 treasures on this level.

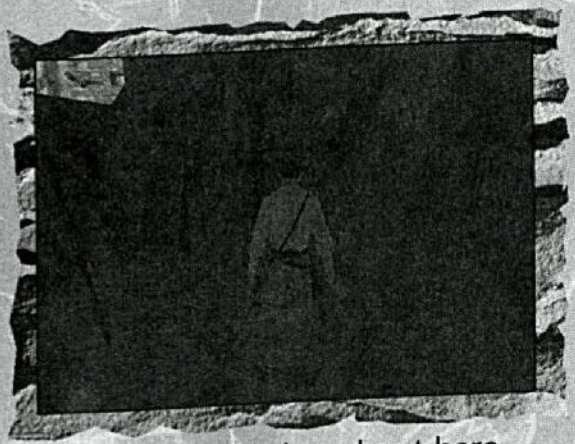
Indy jumps back to the ground, walks through the hole created by the block he moved, and jumps down.



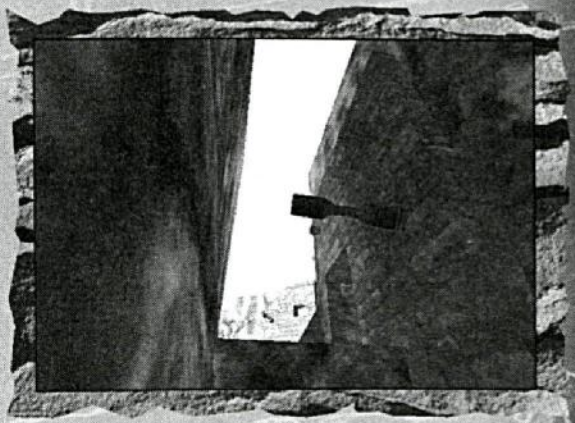
Indy can crawl through a gap in the base of the rock.

He now faces a fairly easy running jump to the next plateau.

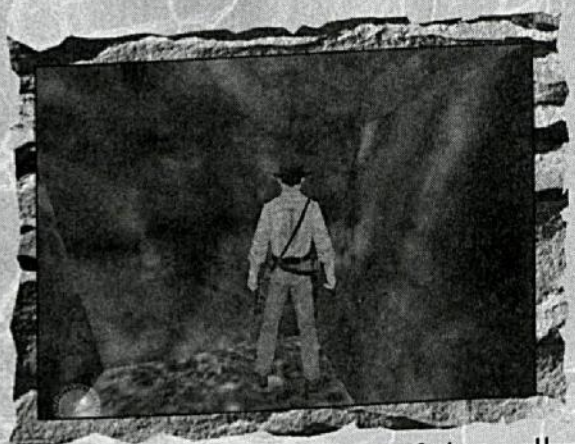
This is a longer and more difficult jump, so you may want to save your game before you try it. Take a running jump and hang from the edge.



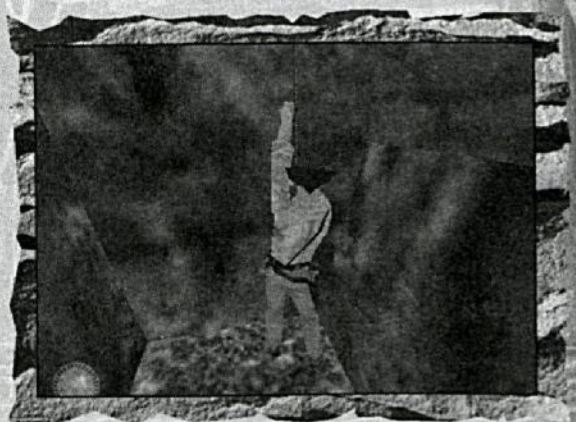
Indy walks forward to about here...



...and notices this object is "whippable."

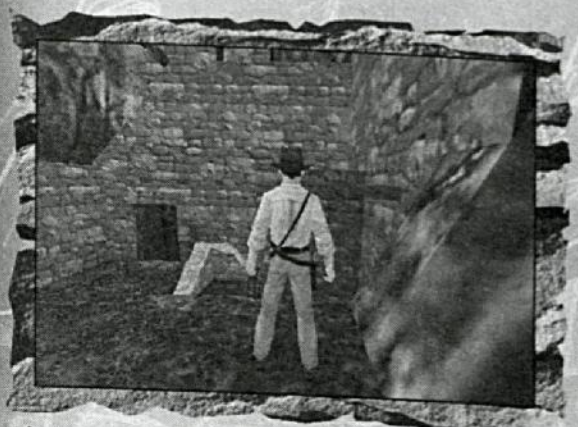


Walk forward to the base of the wall.



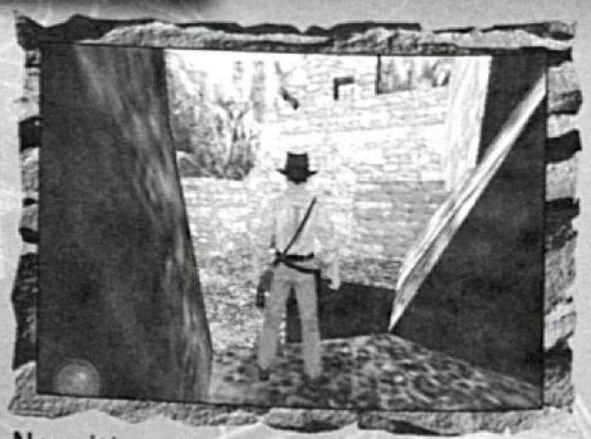
Get out Indy's whip, and whip upward around the object. This leaves Indy hanging.

Climb up the whip. At the top, swing Indy forward and retract the whip.

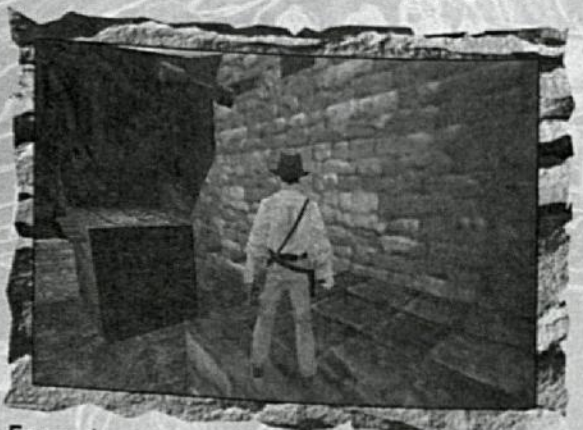


The next block is a little farther away, so Indy must make a running leap.

Indy swings...

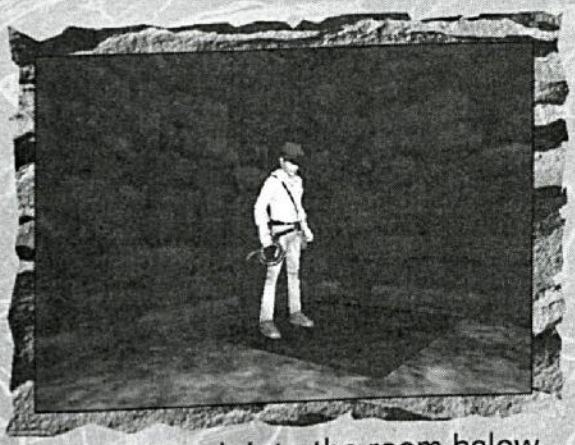


Now it's a short jump to the block in front of you. However, first drop down to the area below and enter the room there. A treasure and a snake are in the niche in that room.

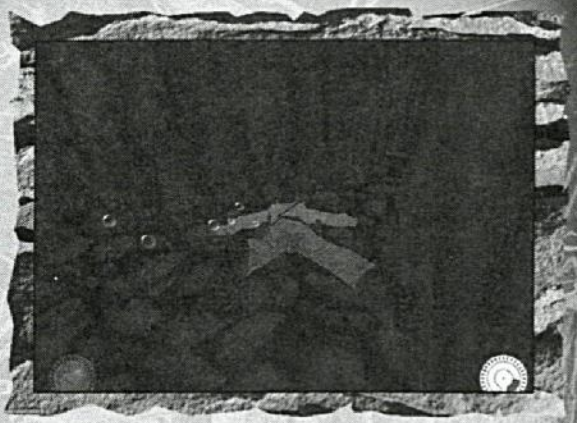


From here, Indy spots another "whip-pable" post. To reach it, stand on the edge of the block nearest the post. Save your game before whipping.

...lands...

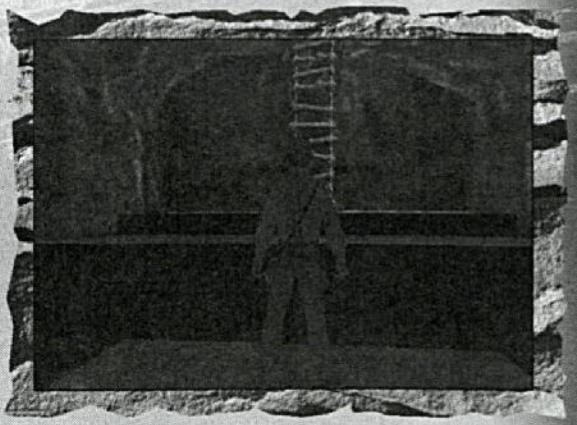


...drops through into the room below...



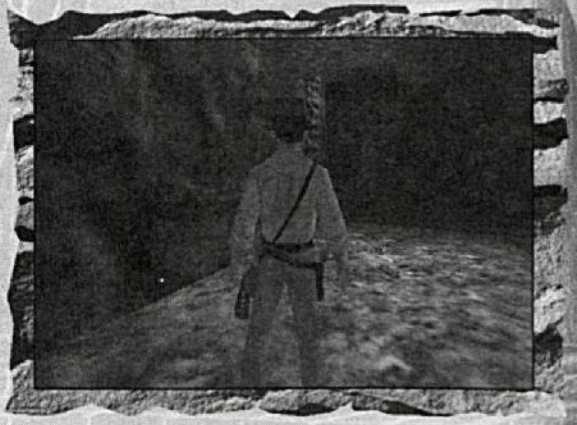
...and falls through the floor into the water.

He climbs out here, in front of the ledge.



Indy must climb the ladder ahead.

At the top, move to the ladder on the right and drop down.



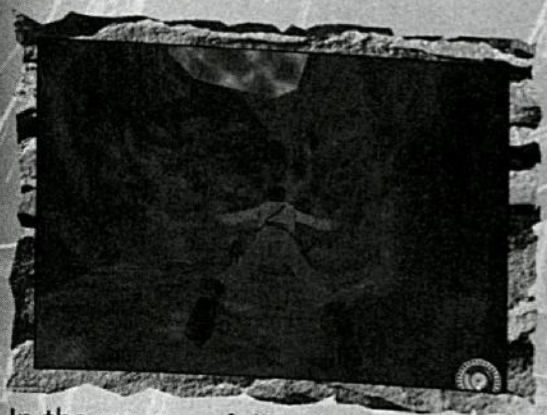
Then turn around to pick up the gold from the floor near the skeleton. Now Indy can return to the water.

INDIANA JONES and the INFERNAL MACHINE

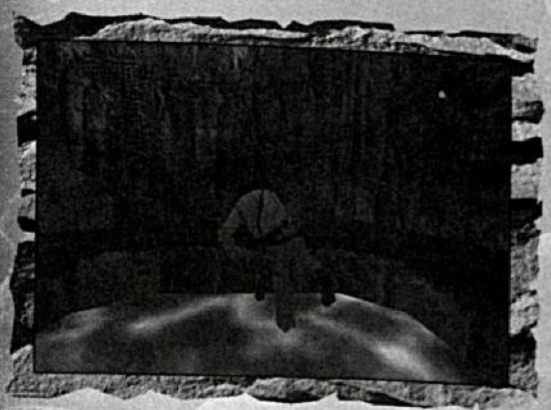
CANYONLANDS

Indy goes over the waterfall—don't worry, it won't hurt him—and lands in a pool at the bottom.

First, grab this silver idol in the underwater cave on the right. Then swim down the left passage. Watch your air indicator (to the right at the bottom of the screen). If your air supply is running low, return to the surface so Indy can get another breath before tackling the left passage.

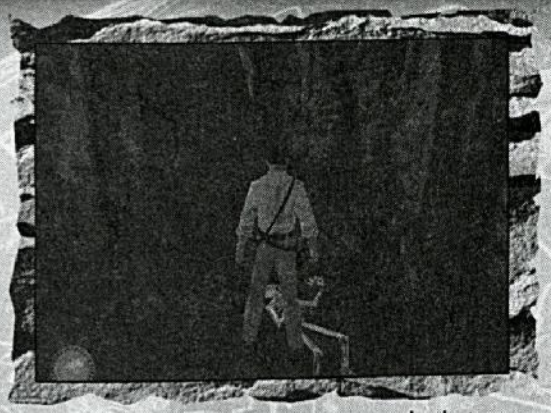


In the passage, follow the light and surface at the light spot shown here.

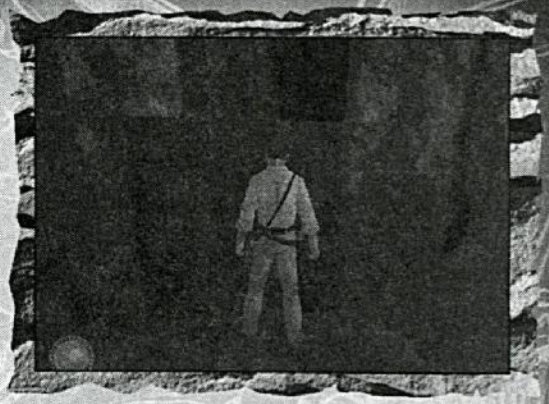


Indy enters a large, underground cavern with a pit in the floor and ladders against the walls.

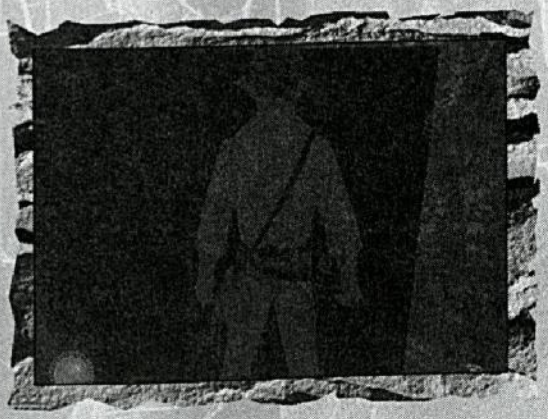
Walk ahead and jump into the pit.



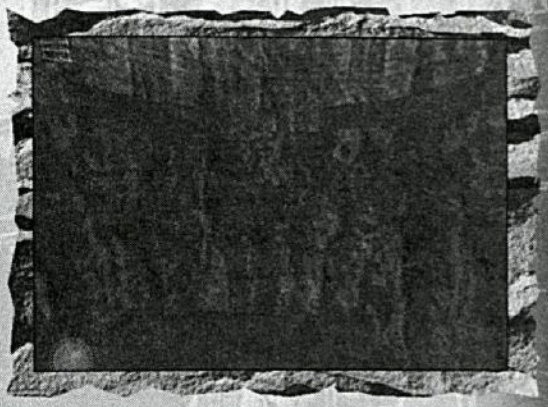
Indy finds a treasure near a skeleton.



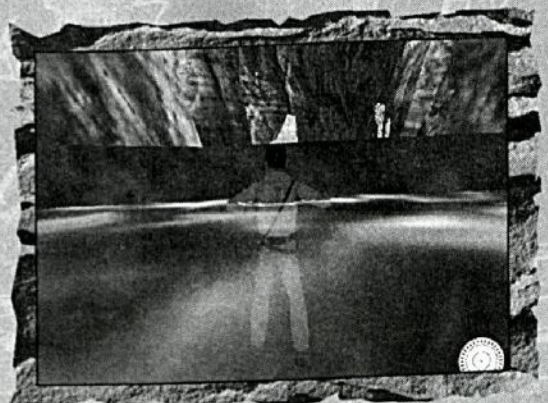
Use these two blocks to climb out of the pit—first the small one...



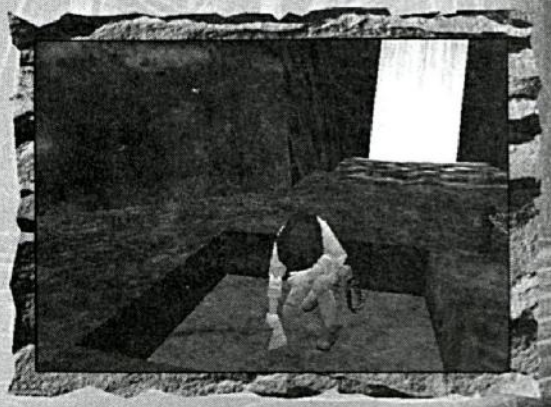
...and then the big one.



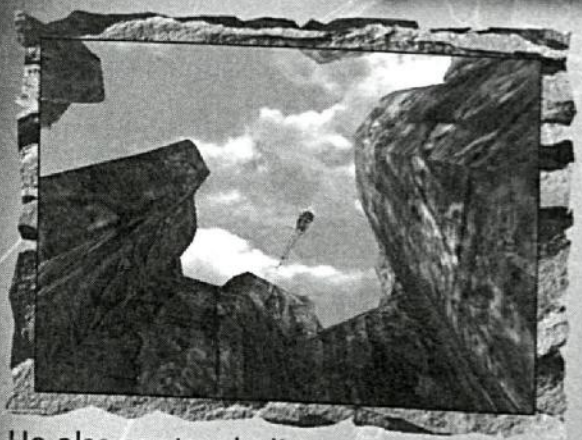
Turn around and jump to the break in the rim of the pit. From there, you can try to climb out of the cavern using the ladders (save before attempting that), or just dive back into the water and swim back out to the pool on the canyon floor. The second way is the easiest.



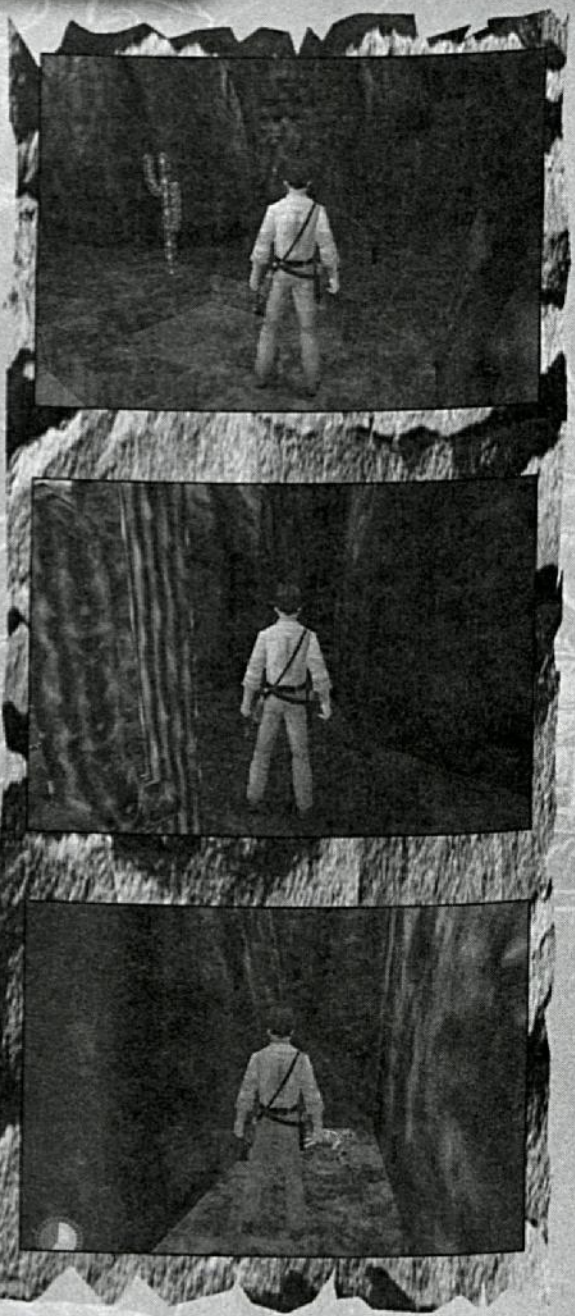
Indy climbs out here.



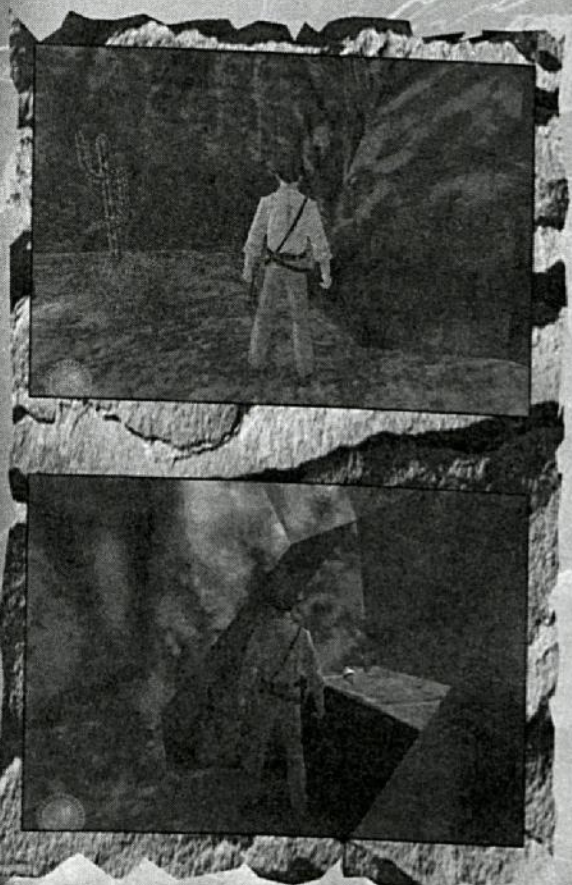
Next, Indy finds a potsherd.



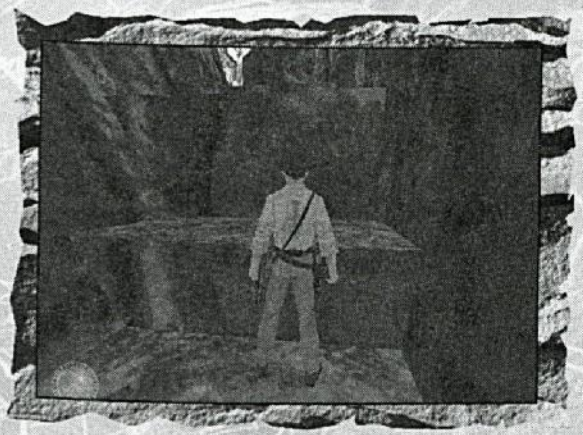
He also spots a helicopter arriving at his campsite: he'd better get back there.



Go back and slightly to the left of where you found the potsherd to find a treasure near a skeleton.

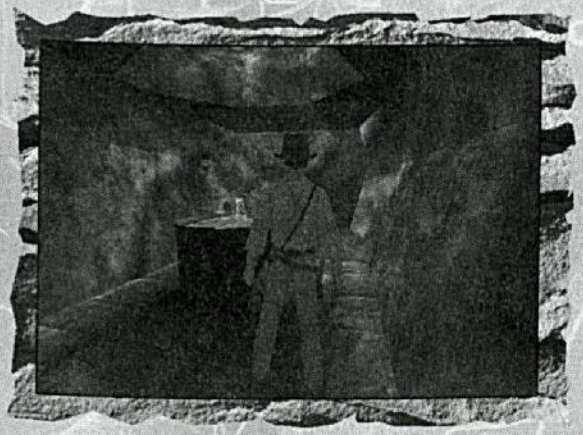


Go back and slightly to the *right* of where you found the potsherd to find a cave with another treasure.



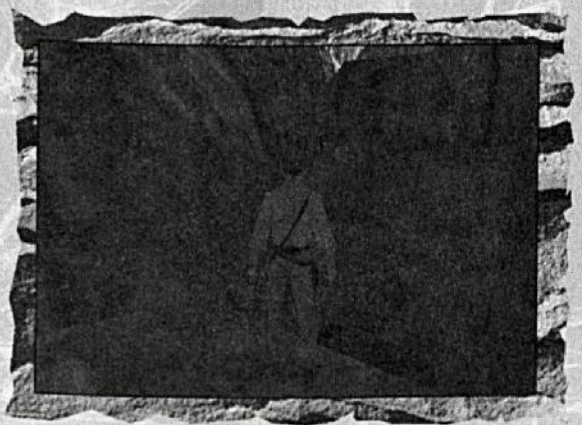
Move directly right of the potsherd and climb these two rocks to the right of the dig.

From the edge of the second block, Indy spots a cave below. Jump down to investigate.

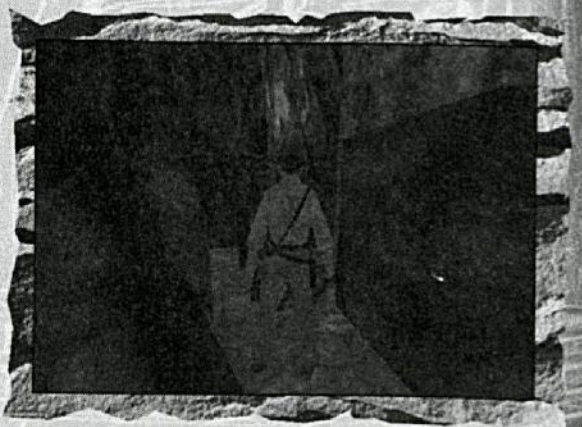


Crawl through the space at the base of the rock.

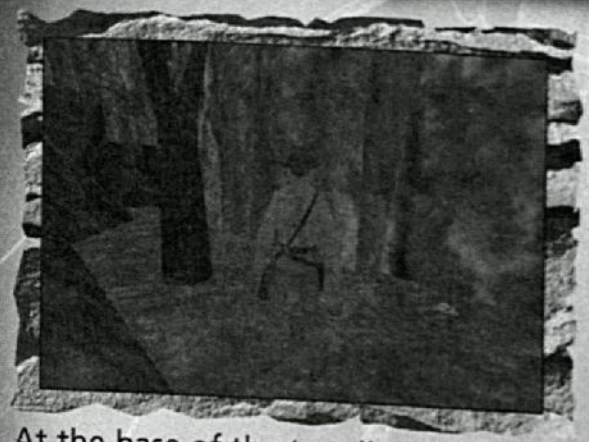
Inside, Indy finds another treasure. Now crawl out and jump to the block you jumped down from originally.



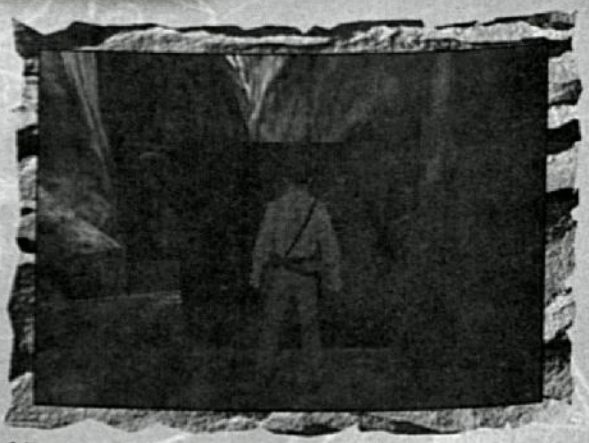
It's a long way to the next one, so use a running jump.



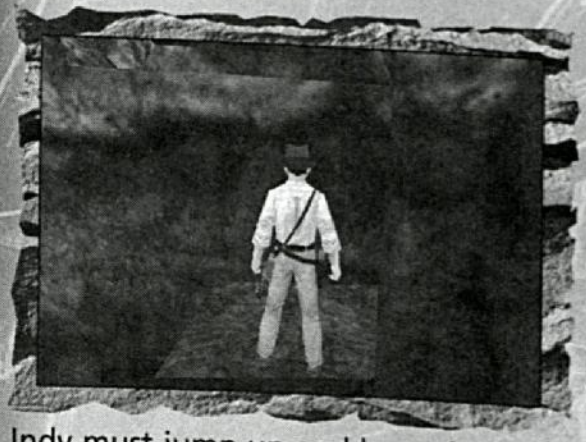
From here, move forward toward the tree in the distance.



At the base of the tree lies a skeleton with another treasure. Grab the treasure and then return to the block Indy jumped down from.

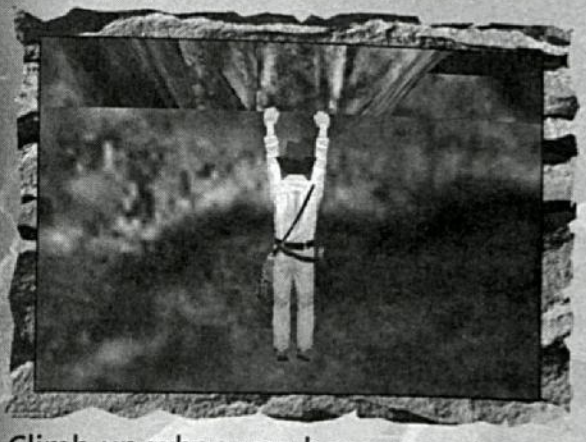


Now Indy climbs a small block.

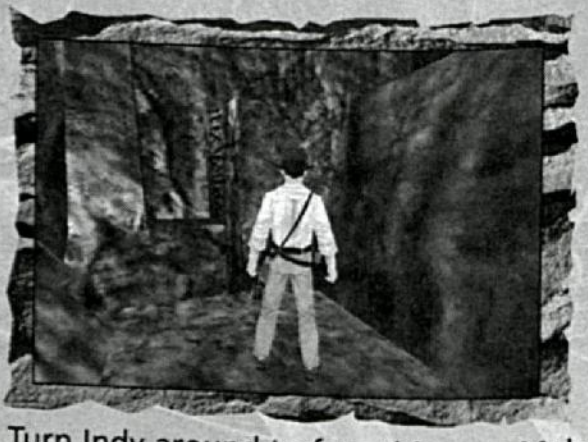


Indy must jump up and hang from the shelf ahead.

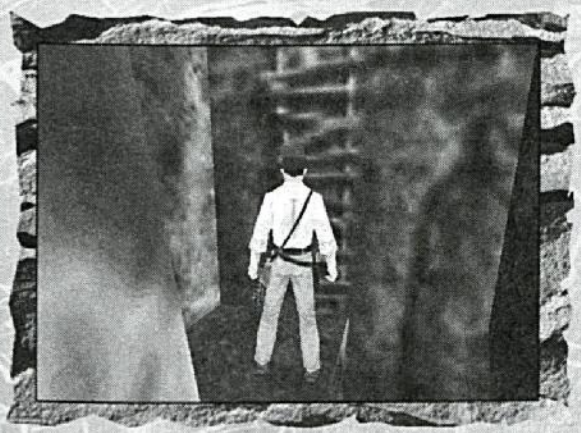
Sidle carefully to the left.



Climb up when you have room to do so.

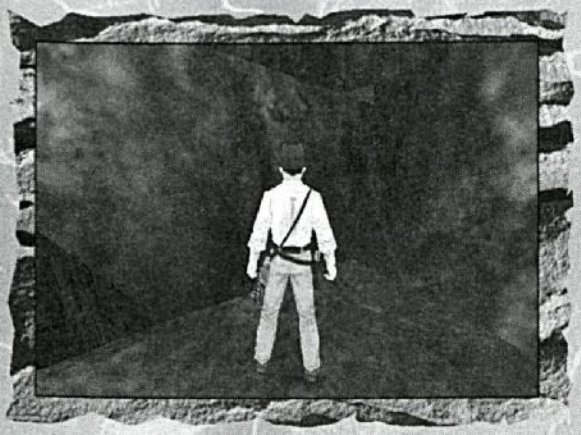


Turn Indy around to face this way. Make a running jump across the crevasse.

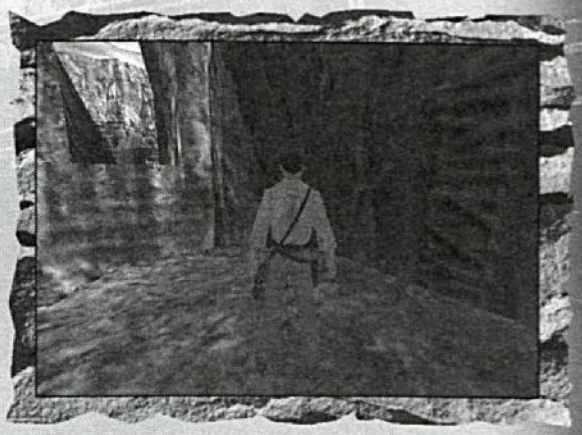


Climb this ladder, of course.

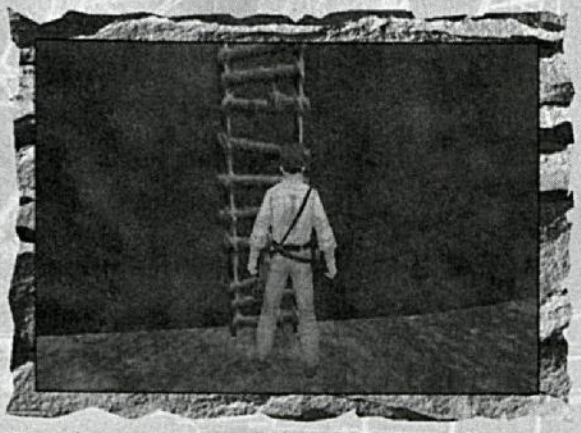
Now take a running jump back to the other side.



Climb this cliff.



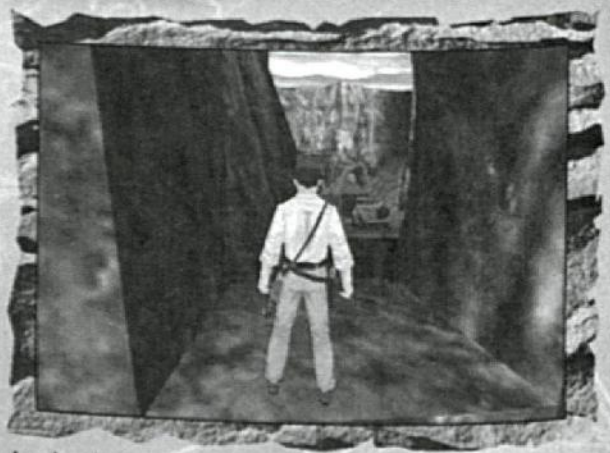
You have one more snake to shoot. If it bites, you'll have enough health to finish the level if you use your Anti-venom Kit immediately.



You have one more ladder to climb.

And one more treasure to grab.

Now turn around and take one more running jump across the crevasse.



Indy faces one more jump, but the distance is too far. He just can't do it. He'll have to drop down and walk through the gap.

After conversing with Sophia Hapgood, Indy's off on his adventure.

Chapter 3
Babylon

Sophia Hapgood's tale of Russian Communists and the Tower of Babel is more than enough to set Indiana Jones on a direct course for Babylon. Volodnikov already has established a dig guarded by scores of battle-hardened Soviet troops. But the Russians don't seem to have found what they're looking for...yet.

Indy's exploration of King Nebuchadnezzar's palace takes him through an underwater maze to hidden subterranean levels of the ancient structure—and a meeting with Sophia's CIA boss, Simon Turner. A crude but working elevator lowers Indy still deeper into the palace. His ultimate goal: Nebuchadnezzar's Library, a huge vault-like chamber holding vital information about Marduk's machine.

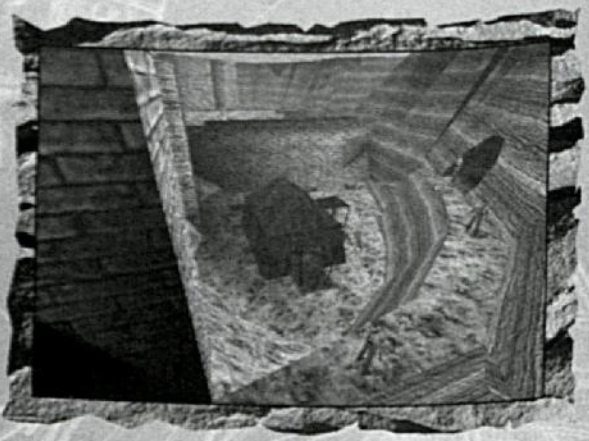
During his trek through this level, Jones must battle several squads of Russian soldiers and fend off spiders and scorpions that consider his encroachment a personal affront.

ENEMIES

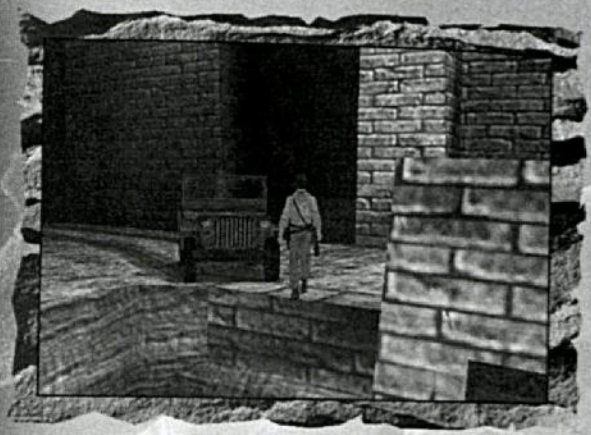
GUARDS
SNAKES
SCORPIONS
SPIDERS

NOTE

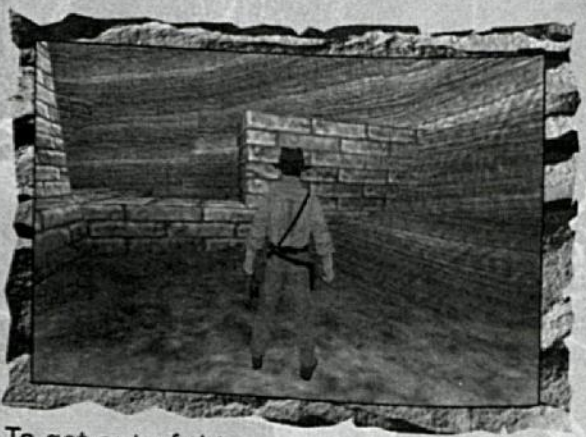
All these crawling critters are poisonous, so if Indy gets bit, find some first aid and use it as fast as you can. Otherwise, the poison will progressively diminish his health.



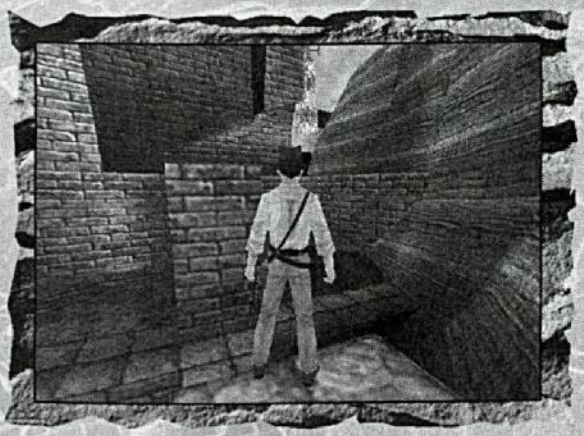
STEP BY STEP



Indy arrives in Babylon, but finds no immediate sign of the Russians.

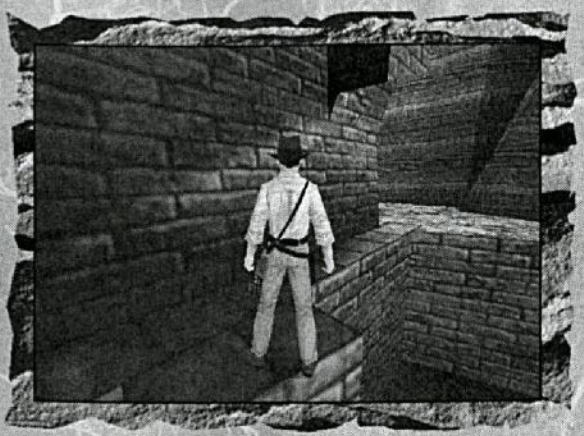


To get out of this area, he must climb the pillar ahead.



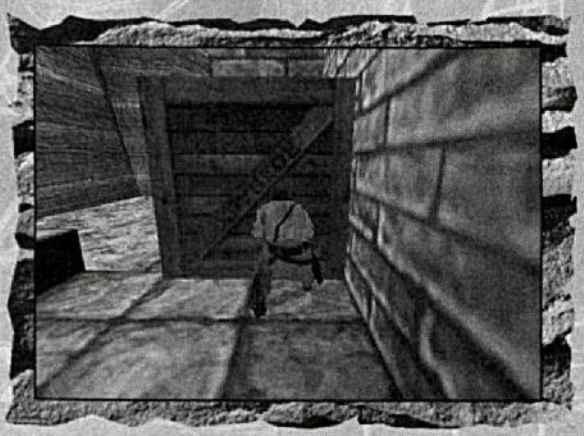
Now he must leap to the top of the next pillar.

From there, leap to the walkway beyond—another running jump.

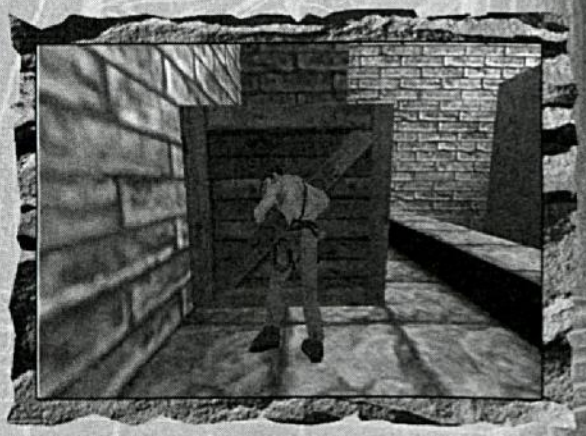


Round the corner.

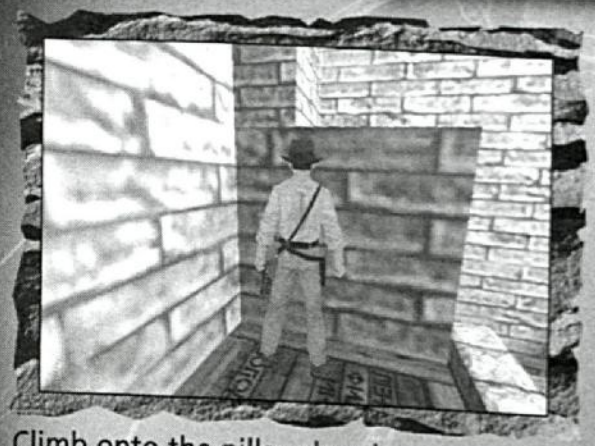
Indy comes to a Russian radio shack, but it's locked. He might learn what's going on if he looks down through the skylight, but first he must get to the roof: move the crate on the left.



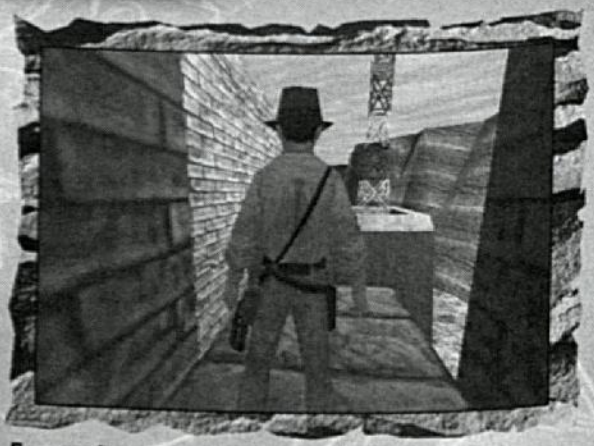
Pull it away from the wall, and then climb over it.



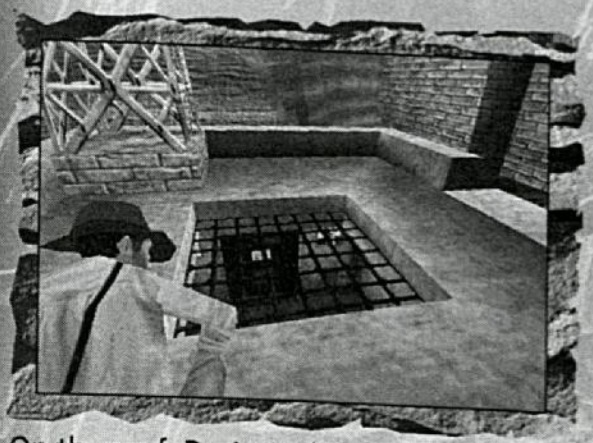
Push it forward to the other end, and then climb on top.



Climb onto the pillar ahead.

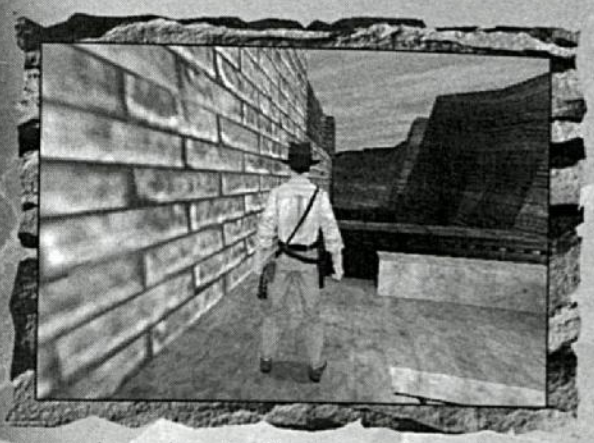


From there, Indy can make a running jump to the radio shack roof. Make sure he's lined up with the gap in the ledge.

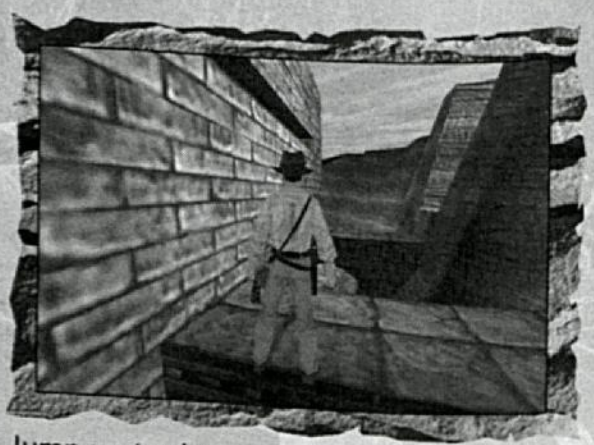


On the roof, Dr. Jones listens in on the conversation below.

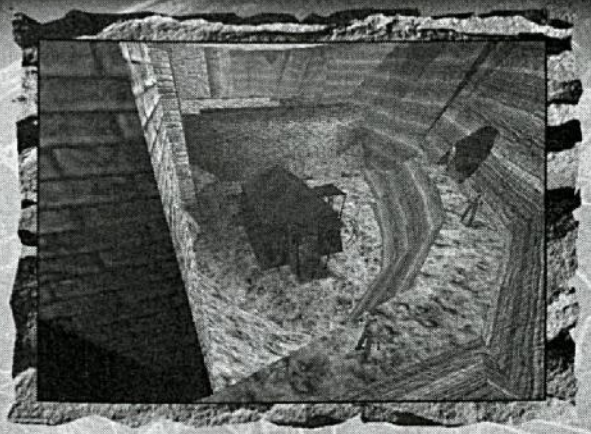
Dr. Volodnikov discusses politics with the radio operator and states his belief that the machine for communicating with Marduk is onsite.



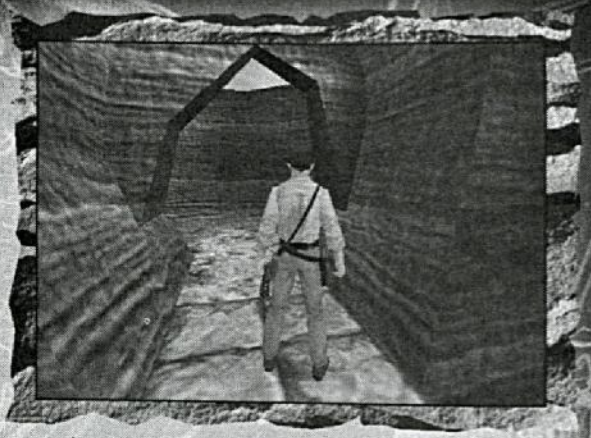
To explore the site further, Indy must take a running jump to the next ledge.



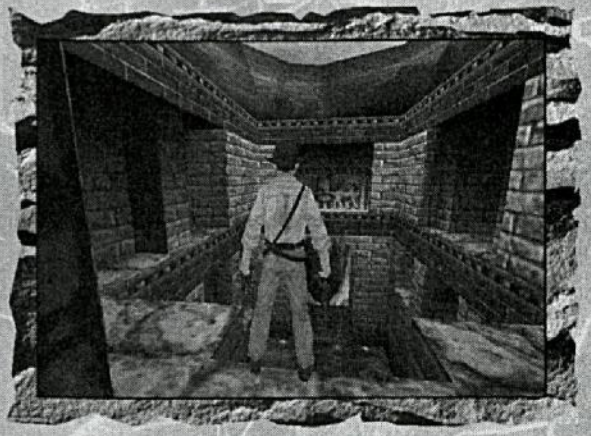
Jump up to the groove above Indy's head and use it to move over to the distant



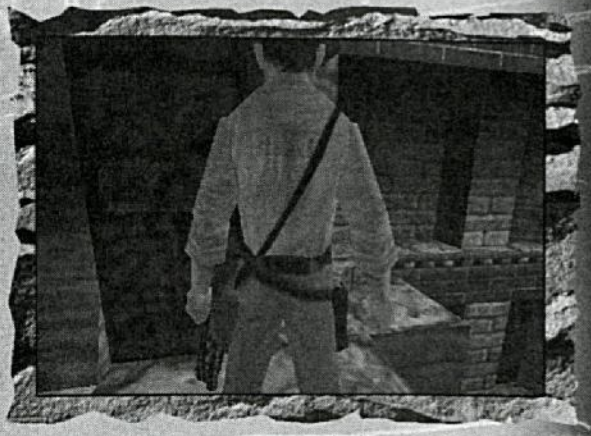
Indy has found the Russian encampment, but he doesn't want to take them on from there, even if they start shooting. (If he shoots back, more guards appear from the other side of the bridge he stands on.) The best thing to do after Indy lands here is turn around and run...



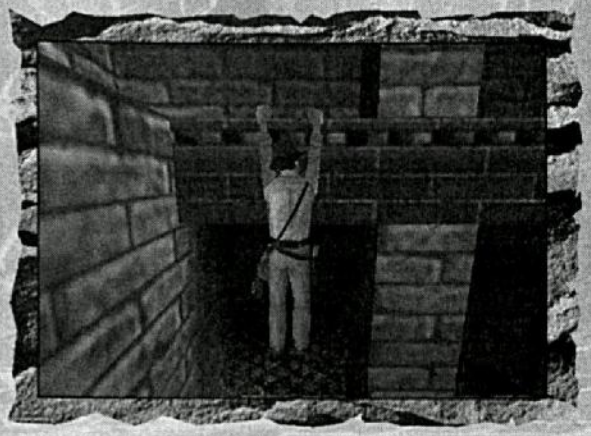
...right through this gap in the cliff wall.



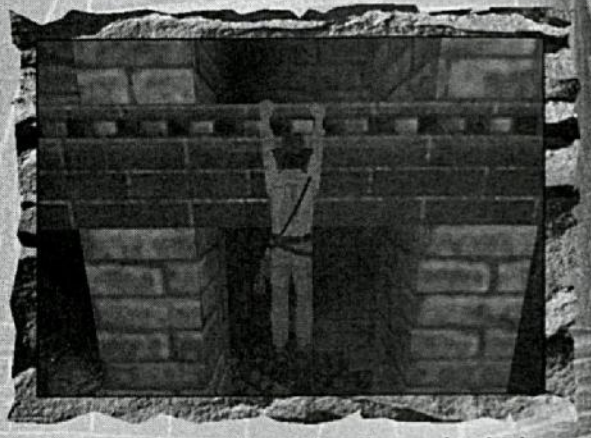
Move through a dark tunnel into a room with a pool at the bottom. Save your game.



Now walk ahead toward the wall along this ledge.

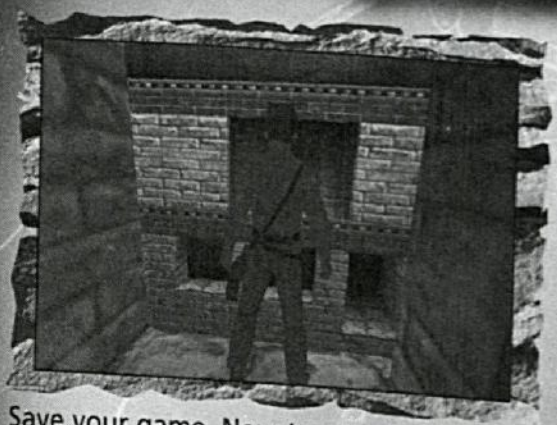


Step backward to hang from this ledge...



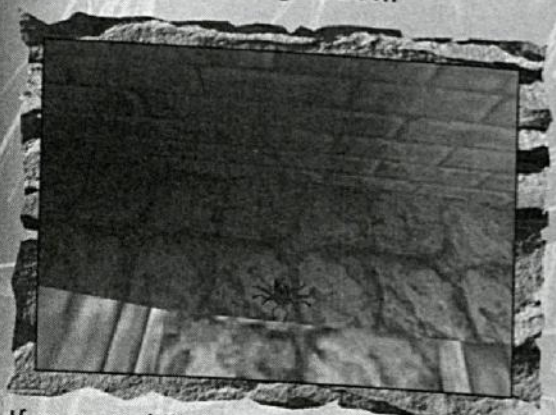
...then move to the right along the ledge to this spot, where Indy can climb up.

BABYLON



Save your game. Now turn Indy around and take a running jump to the other side. Drop to the ledge below.

From this "window," Indy can look down the hall beyond before moving on.

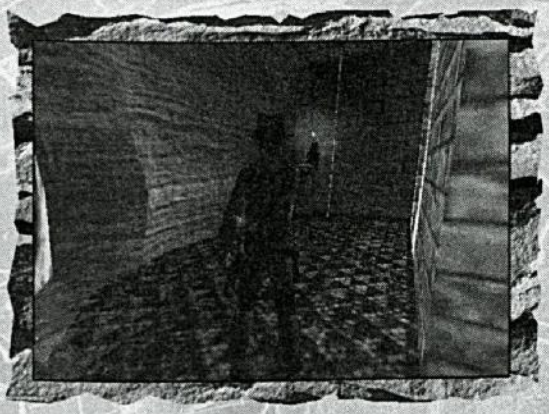


If you can, kill the two spiders before Indy jumps down: one waits on the floor...

...and one on the ceiling.

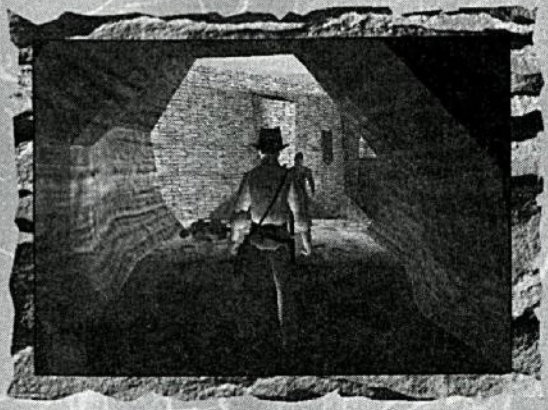
Next, move down the hall to the "door." Save your game again. Take a running jump to the door across the room.

If Indy hasn't killed all the guards, at least one more will await him here. Otherwise, he's safe until he gets to the corner of the right-hand wall.



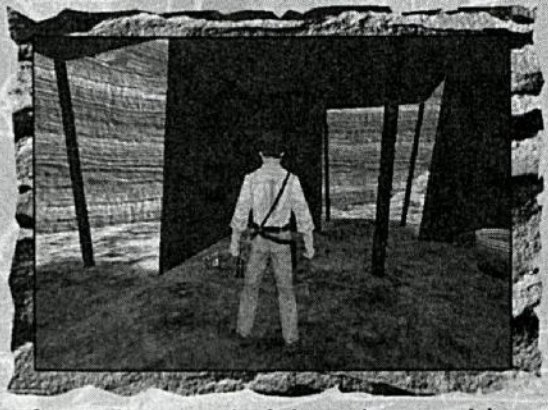
Kill the spider on the right.

If Indy doesn't go past the doorway into this cave room, it is perfectly safe for him to take out the guard outside by shooting the explosive barrel.

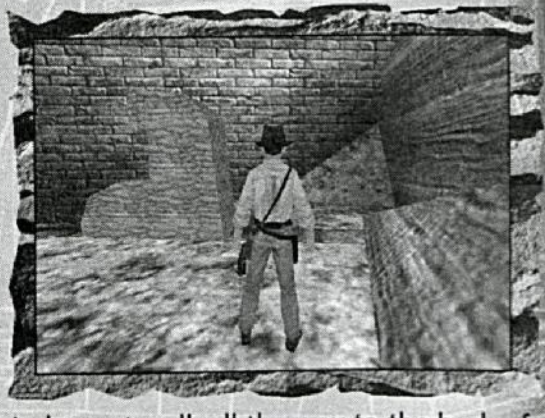


More guards may show up in the cave doorway...

...and more almost certainly wait on the ledge and on the ground.



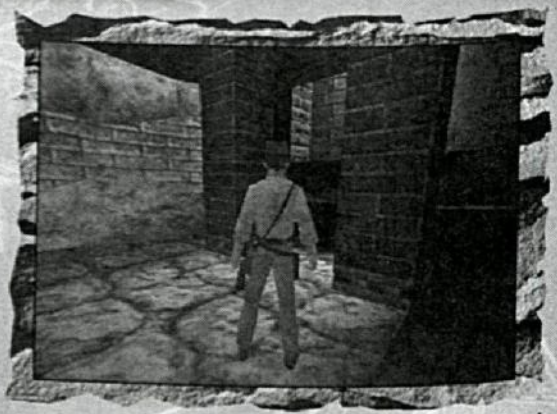
After Indy gets rid of them, he can pick up a health kit from inside the tent.



Indy must walk all the way to the back of the dig site, turn left, and go down the ramp.

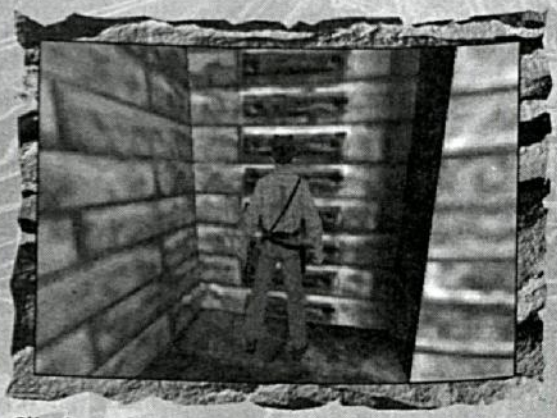
BABYLON

He finds himself outside an underground area.

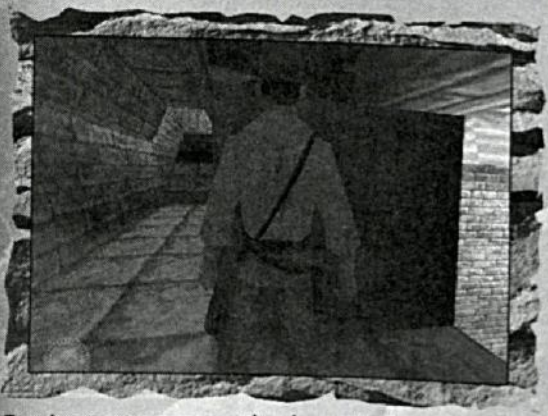


At the back of the underground area, find an Anti-venom Kit—useful for spider, snake, and scorpion bites.

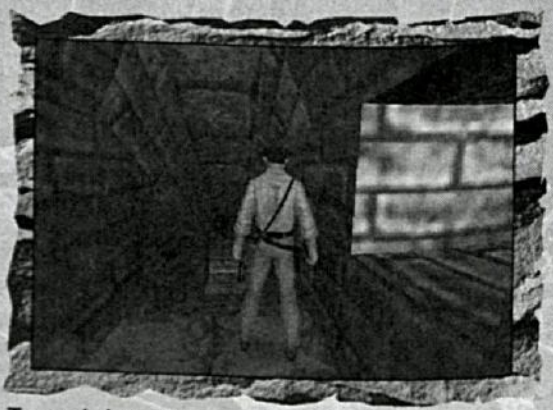
Now move forward and climb the steps at the other end.



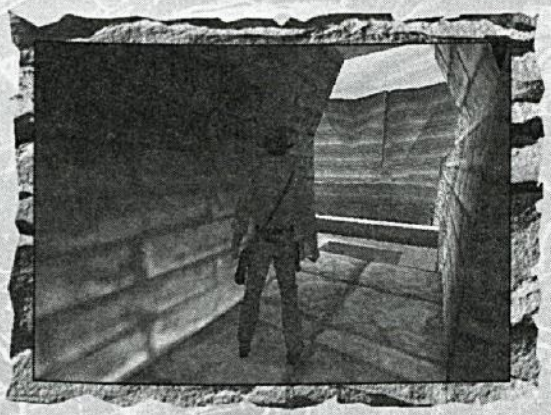
Climb the ladder.



Dr. Jones traverses the long hallway, climbing up and down the steps.

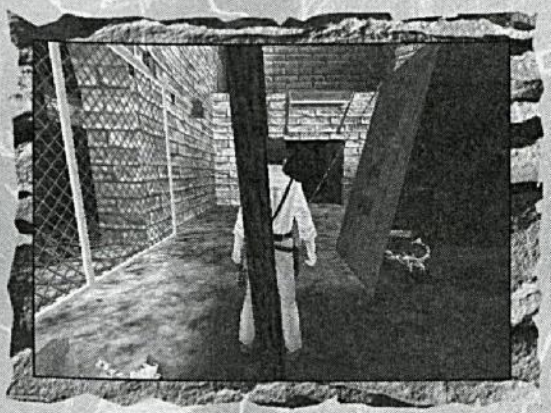


Turn right at the end of the hall.

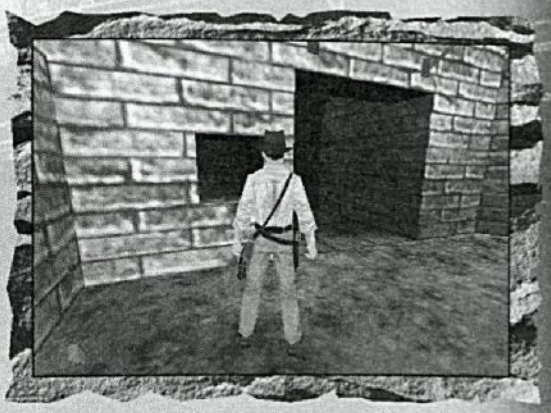


This balcony overlooks another dig site.

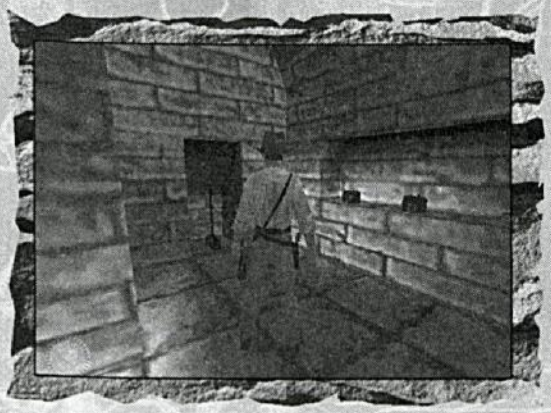
Try to shoot the guard down there from this position. Otherwise, he'll be right on top of Indy after he jumps.



Indy also encounters a scorpion—usually in the tent, but sometimes outside. In any case, you must kill it before you move on.



Enter the little room under the awning.



Here Indy picks up two health kits and an Anti-venom Kit, and pulls a lever.

The lever opens a gate in front of an arch outside.

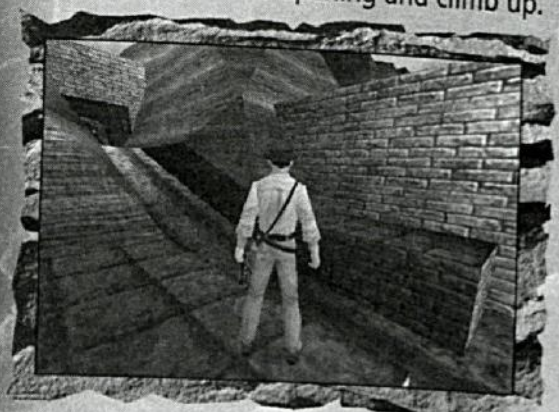
BABYLON

Indy goes through the arch and spots a roof opening he can climb through. But he needs something to climb onto.

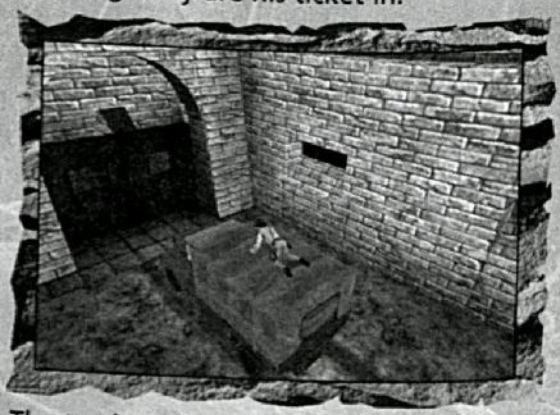
Push the crate under the opening and climb on top.

On the crate, Indy must move back against the wall, and then jump forward. This allows him to grab the lip of the opening and climb up.

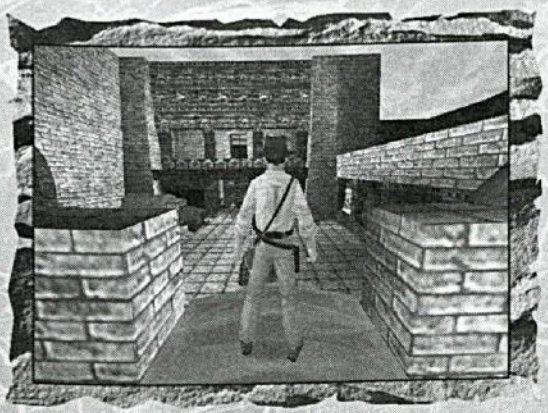
From the walkway, Dr. Jones observes trucks going through a gate into the building: they are his ticket in.



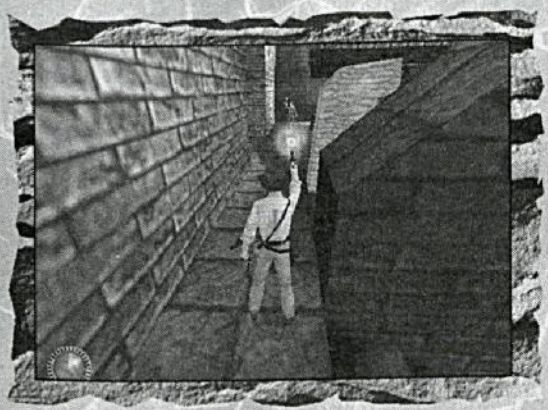
Jump down to this little platform. When a truck comes by, jump forward onto it. Save your game before Indy jumps. He is about to encounter a bunch of armed guards. Also, this is a good place to lower your difficulty setting—if you're not trying for a perfect IQ score.



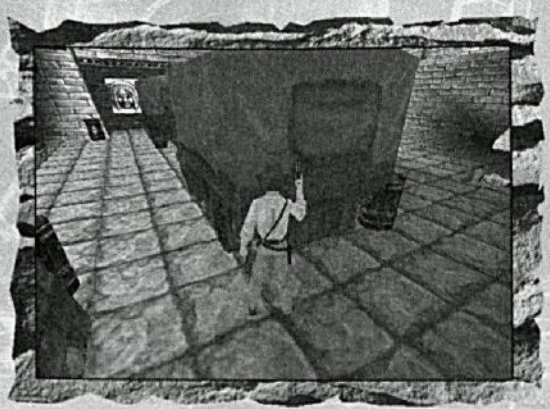
The truck carries Indy safely through the gate.



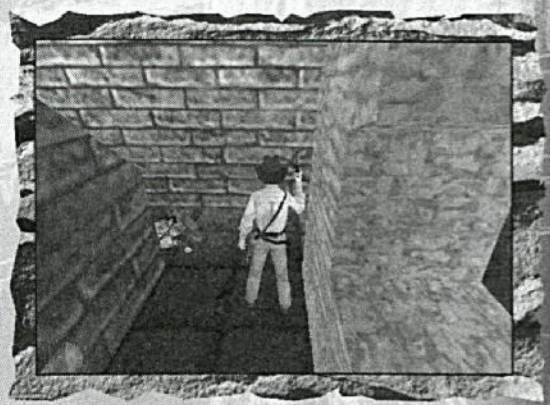
Indy has no choice: he must slug it out with the guards. Save here.



Run straight ahead, hugging the wall, up the stairs and around the corner. Draw Indy's gun and save again before he turns the corner.



Indy jumps left off the truck.

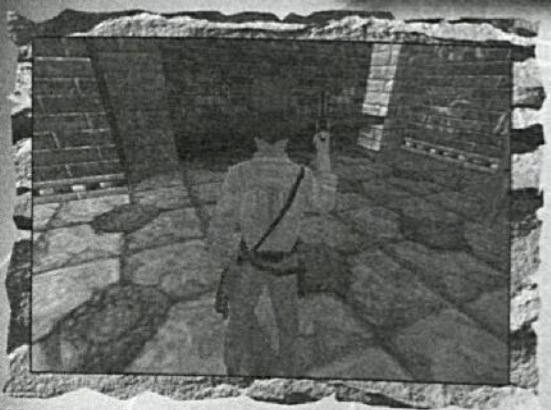


One or two guards may wait here. Kill off the nearest one and continue around the corner behind the obstruction.

NOTE

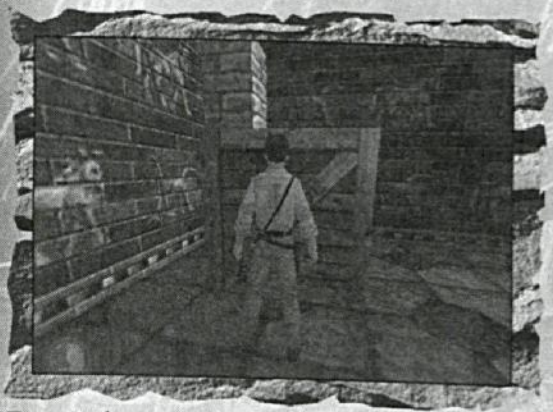
Indy should not stand near an explosive barrel in this courtyard, or a stray shot might explode the barrel and kill him.

Use your best judgment here: Indy must get hit as little as possible as he runs across the courtyard. If a guard stands close as you round a corner, get rid of him. If you saw another guard coming before you turned, turn back around to pick him off when he comes around the big stone block shown here. If all the guards are farther away in the courtyard, use the stone block as a shield to pick them off as they approach. There should be four in the courtyard. After you've killed at least three and no more come toward you, run Indy across to the other side behind the trucks.



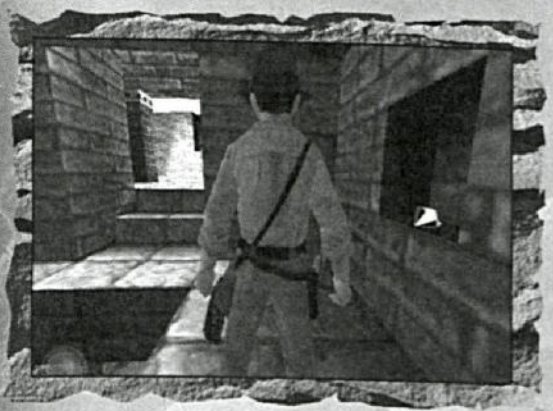
Now run him forward and into the room on the left, hugging the left wall all the way around the corner.

Indy should stay clear of the door and pick up the goodies on the shelf: two Anti-venom Kits.



To get through the hole on the roof, climb up on the crate, and jump to the edge of the hole, then climb up.

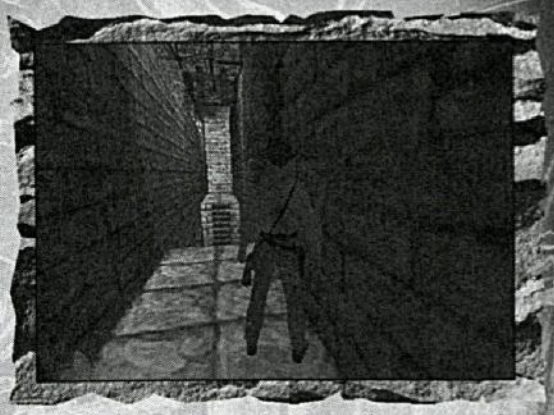
Indy now finds himself in a small room with a door overlooking the courtyard.



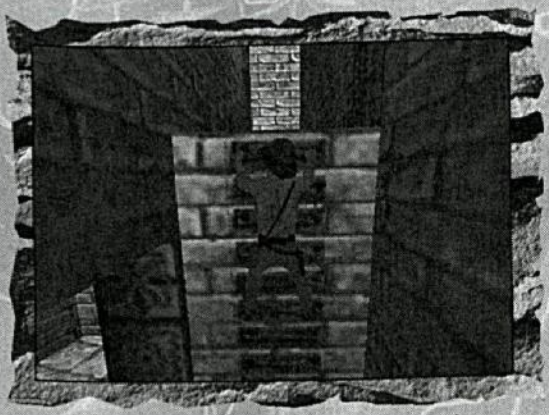
There is a small jewel for Indy in this room.

Go to the end of the ledge and turn left at the corner.

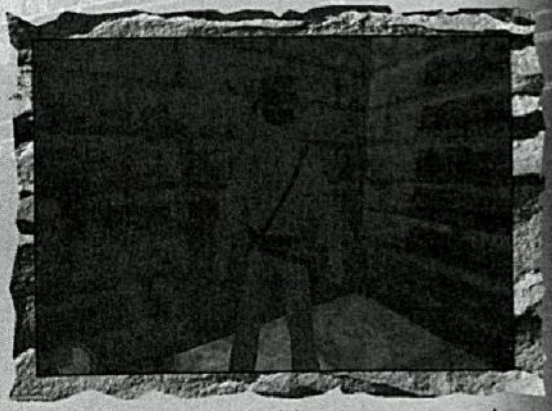
A sniper waits at the bottom of these stairs. Indy can safely take him out by hitting behind the corner and peeking out to fire at him.



Indy faces a pit too large to leap over, but he spots a whip hook above the pit. Walk to the edge and use the whip.

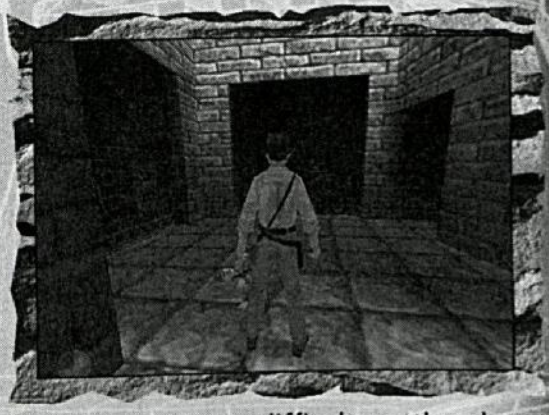


Descend the ladder on the other side.



At the foot of the ladder, jump up and climb over this wall.

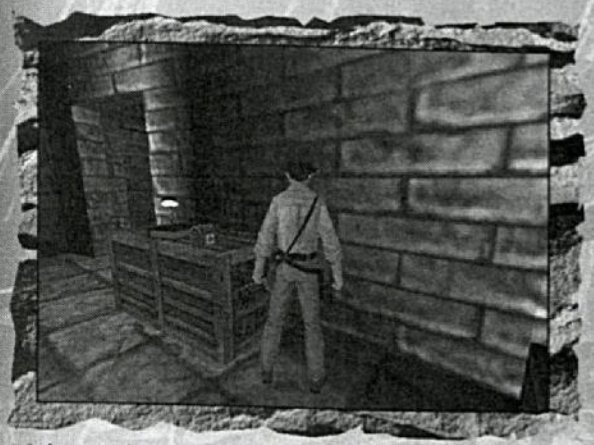
Indy finds himself in a small room. A guard shoots at him from another room across the corridor. Kill off the guard and enter the other room.



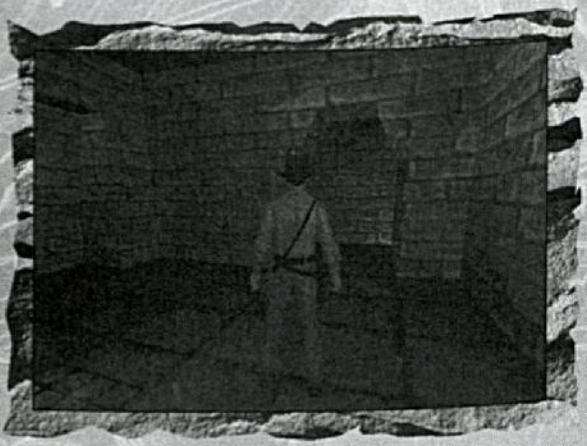
(If you turned your difficulty setting down and are worried about your IQ points for this level, turn it back up now.) Indy goes deeper into the small room on the right.

Pick up the treasure.

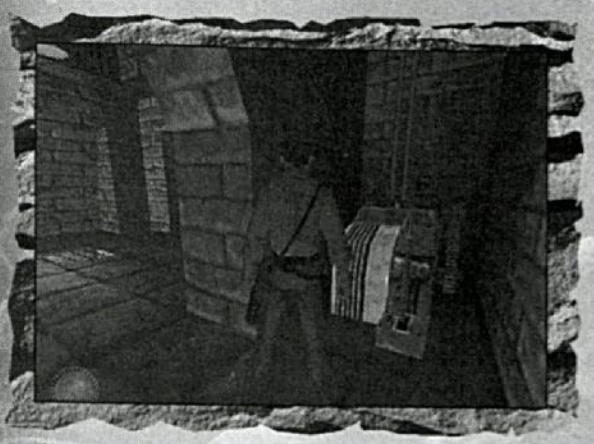
Return to the corridor and climb up onto the raised floor.



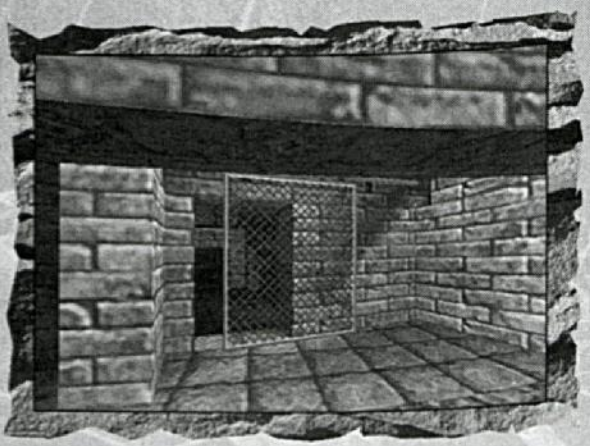
Pick up the health kit here, and then go through the door on the other side.



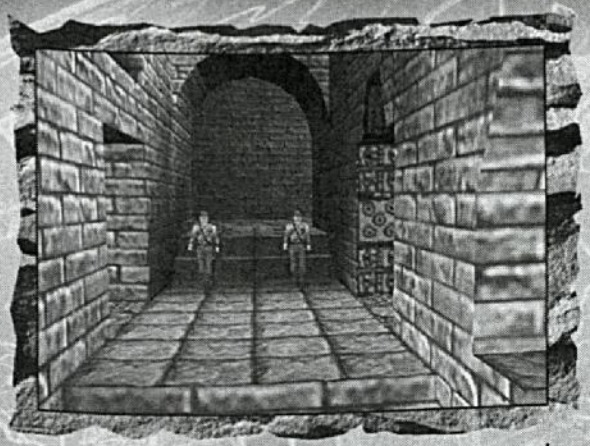
Pass through this arch.



Pull the lever on this machine to start the generator and open the gate across the hall.

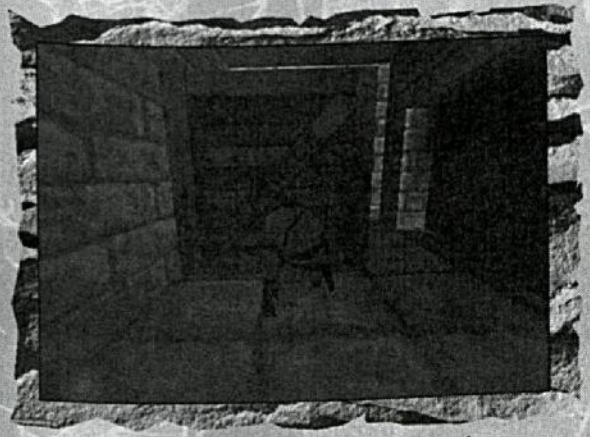


There goes the gate...

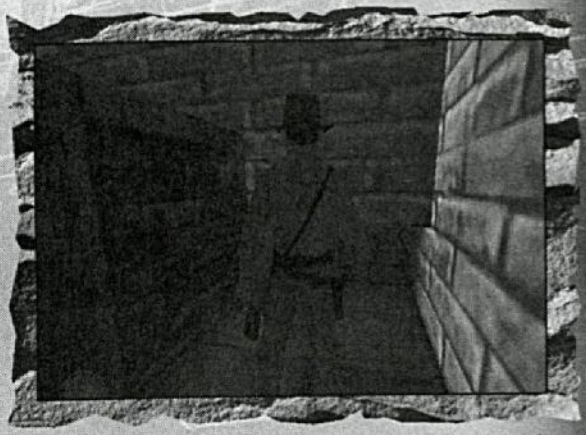


...and here come two guards, just to make things more difficult.

Draw Indy's gun before taking on the guards. The rifle will give him a range advantage. He can also try to take them out by shooting the explosive barrel with the rifle from this doorway.



Now Dr. Jones can walk through the newly opened gate and pull on this crate.

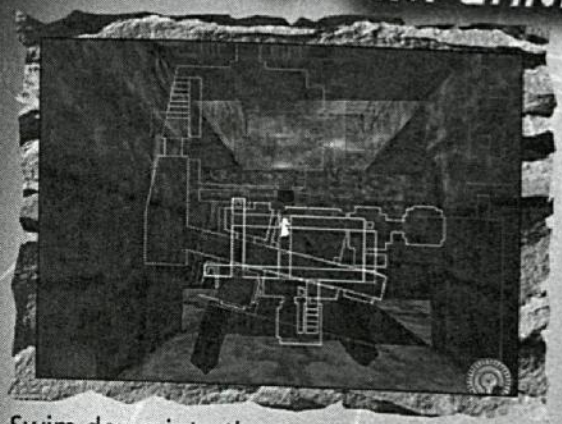


Crawl through the small passage behind the crate.

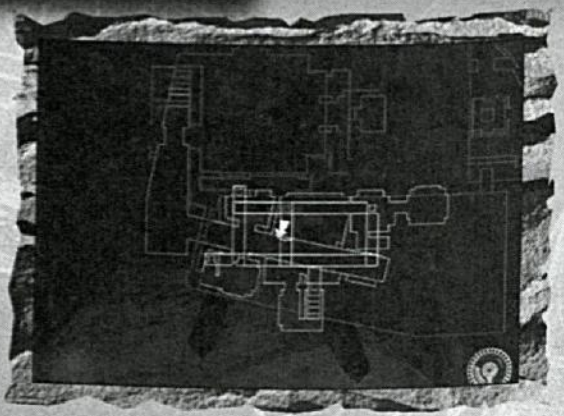
Indy stands at the entrance to the underwater maze.

To navigate this area, bring up the map and compare your position with the map in the screenshots. Remember to keep an eye on your air indicator and surface at the junctions, where air is available. Swim forward and take a left.

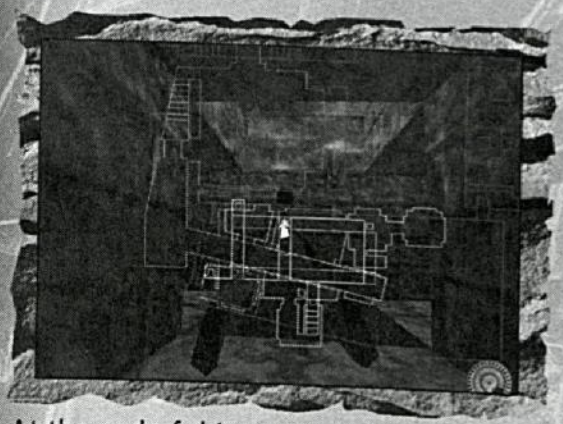
BABYLON



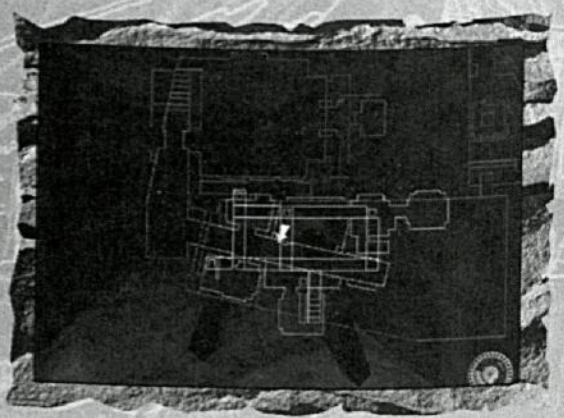
Swim down into the passage and turn toward the direction you came from.



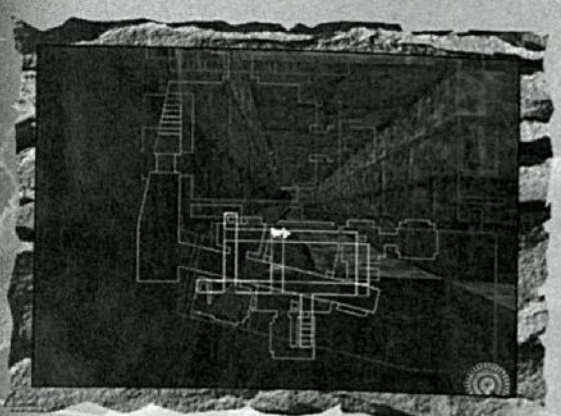
Turn left at the end of the passage. Pick up the treasure ahead. Now return to where you descended into the lower passage (around the corner from the stairs). Swim back to the upper passage and away from the stairs (north on the map).



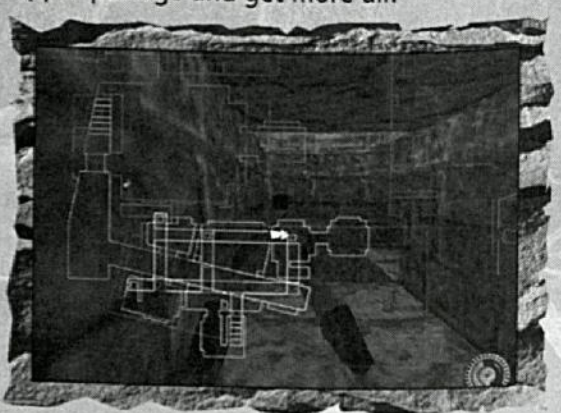
At the end of this corridor, descend through the shaft into the lower passage.



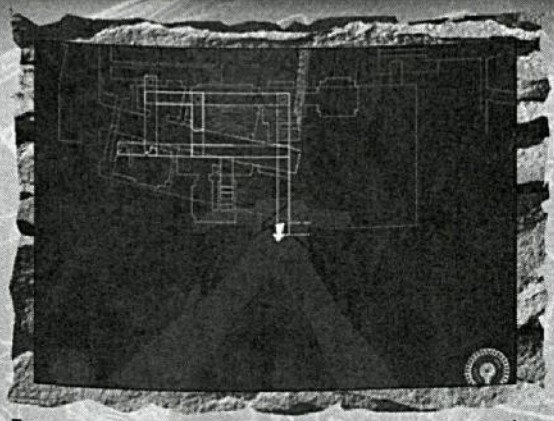
In the lower passage, swim back toward the direction you came from and pick up a treasure near the dead end there. Then return to the upper passage and get more air.



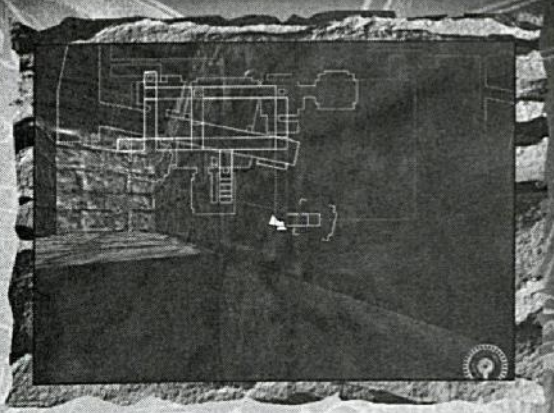
Now swim to the right (east on the map).



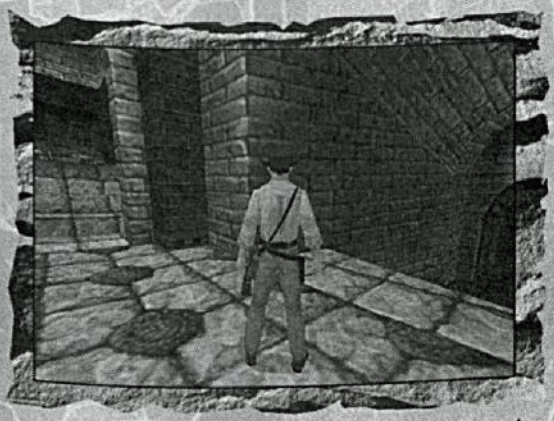
At this point, go down to the lower passage and swim right (south on the map). Be sure you have enough air before you start.



From here, swim forward and up toward the light.



When you can see the surface, you've reached the end of the maze and you can turn off the map off.

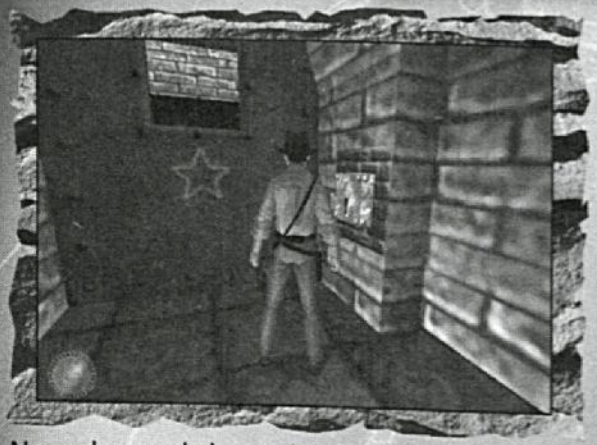


As he leaves the room with the pool, Indy spots a staircase going down to a locked gate, and another staircase going up. Descend the down staircase and investigate the locked gate.

As Indy returns back up the stairs, an unfriendly guard confronts him. A shot rings out....

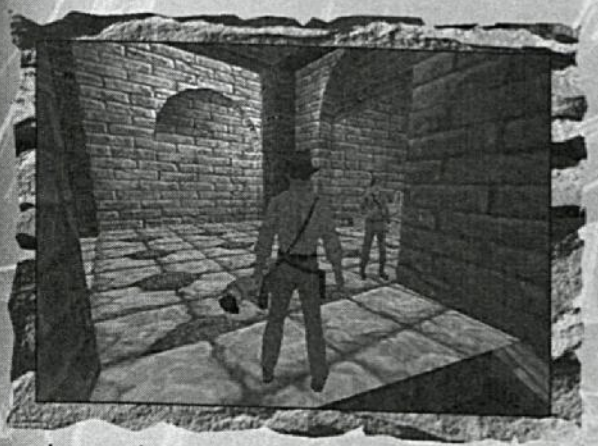
Simon Turner, Sophia's CIA boss, has saved Dr. Jones. He mentions a statue of Marduk, and leaves Indy with a key to the locked gate.

Pick up some rifle ammo from the dead guard.



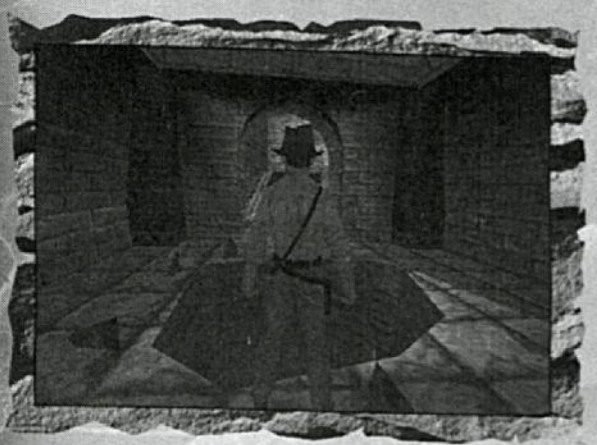
Now descend the stairs and use Turner's key to unlock the door.

Go back to the top of the stairs and use the rifle to detonate the dynamite. Now draw Indy's pistol, because...

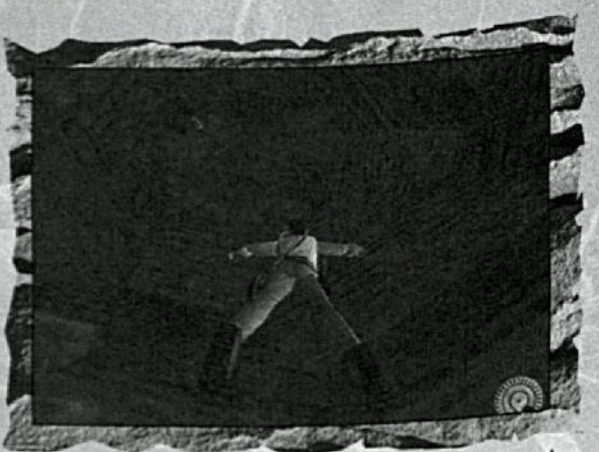


...the explosion attracts more guards. After he eliminates them, Indy can head back downstairs.

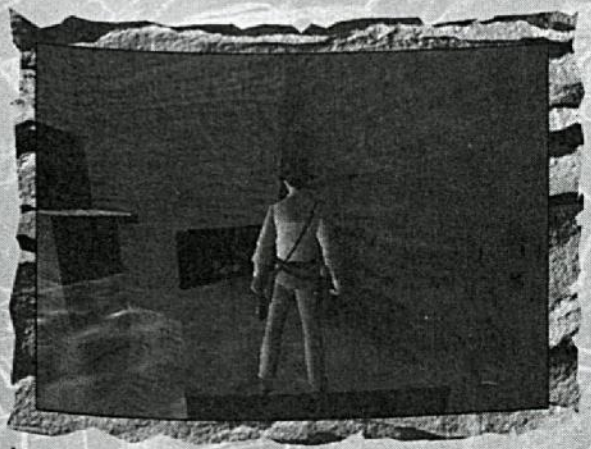
The explosion blasts a hole in the floor big enough for Indy to jump through.



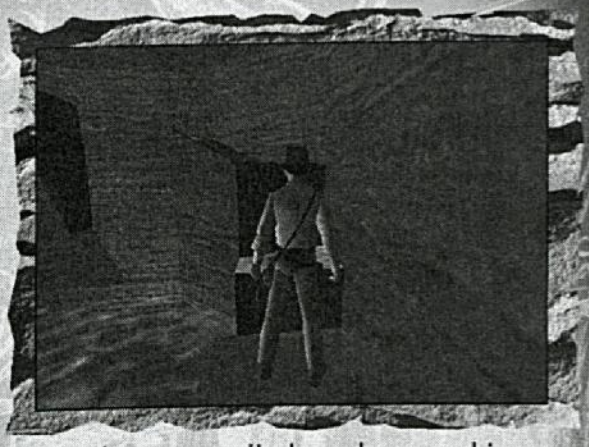
Instead, run off this side so the ledge below will break Indy's fall.



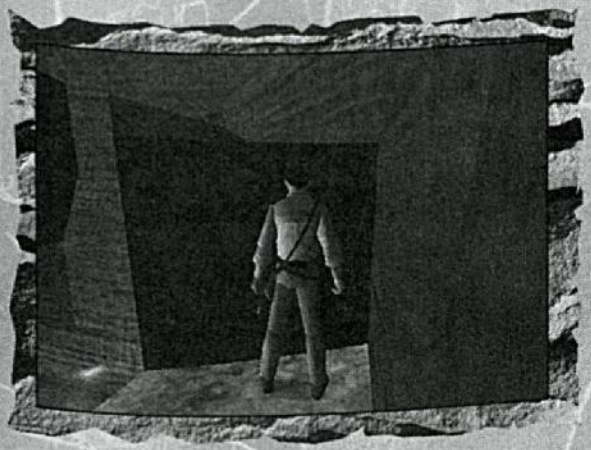
When Indy lands in the water, swim to the bottom of the pool and pick up the treasure.



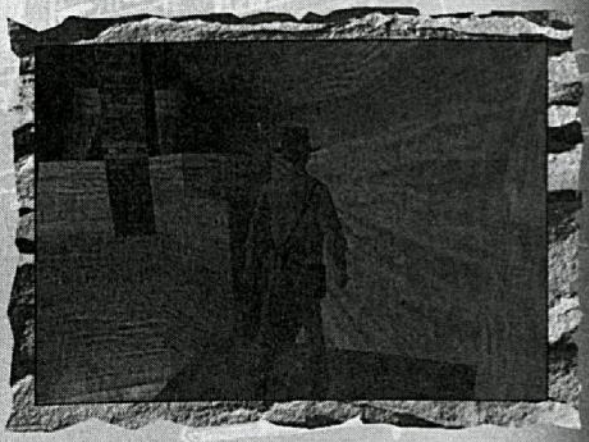
Leave the water here.



It's fairly easy to climb up here and jump to the next platform.



Climb the next platform.

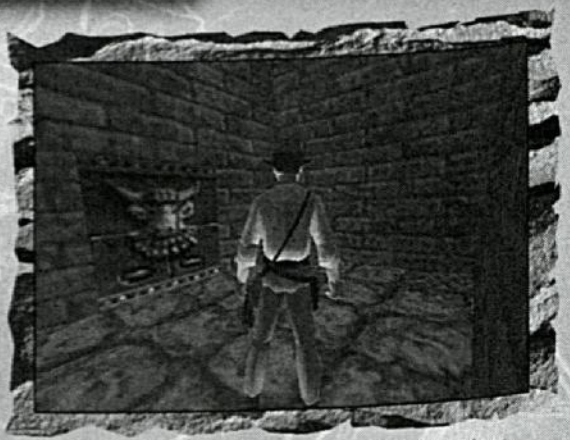


This running jump is somewhat difficult. Save if you like, but Indy won't die if he falls in the water. Go back a little way and run toward your target platform. Launch your jump about one step before the edge.

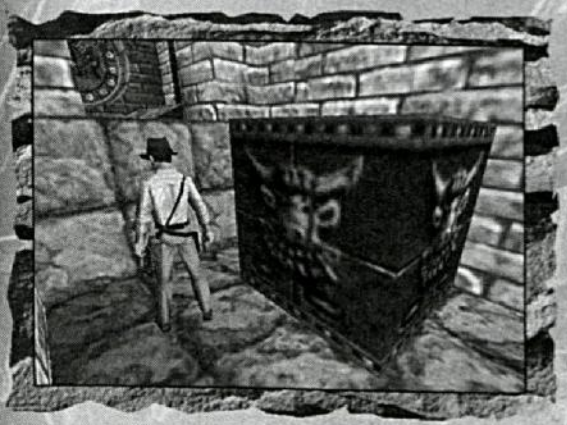
Now simply climb to the next level.

Indy makes his way through the door ahead.

Despite the web here, there is no danger inside.

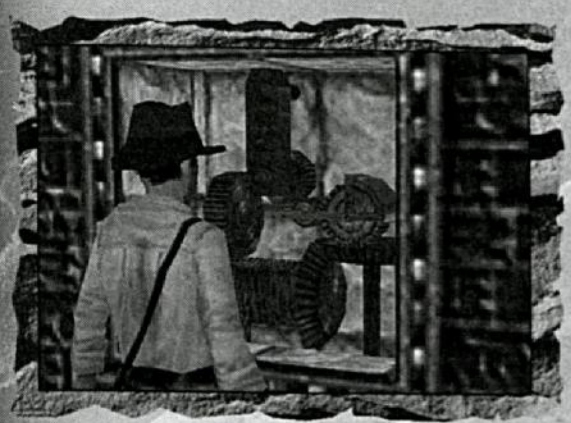


Indy's actually standing on an elevator platform. If he pulls the block forward, the elevator gains enough weight to descend.



Now you have another simple ledge to climb. Enter the next room and turn left.

This machine needs one more gear to function.

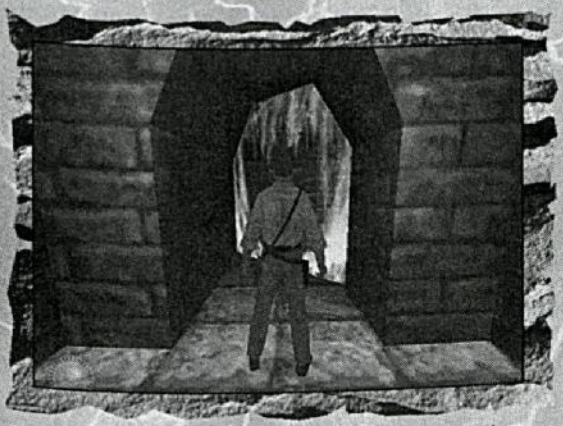


The gear Sophia gave Indy works just fine.

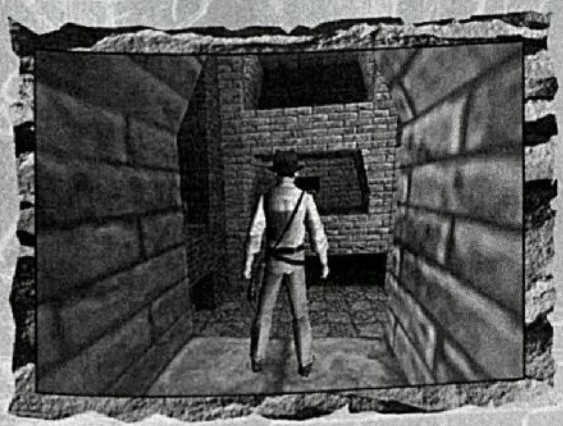
The machine lifts the elevator even with this level.

From the elevator, Indy can reach the next level.

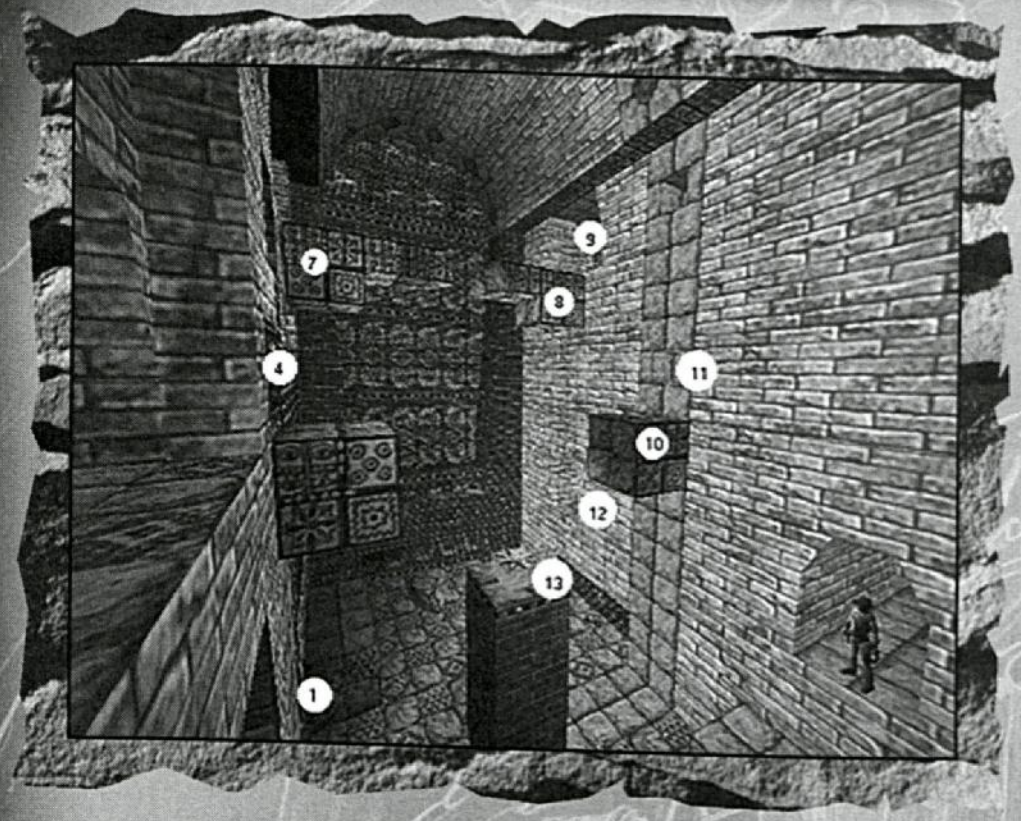
Perform a simple jump, up and over.



The threat beyond this web-covered doorway isn't immediate, so it's safe for Indy to go through.



He's found the Babylonian library.


1
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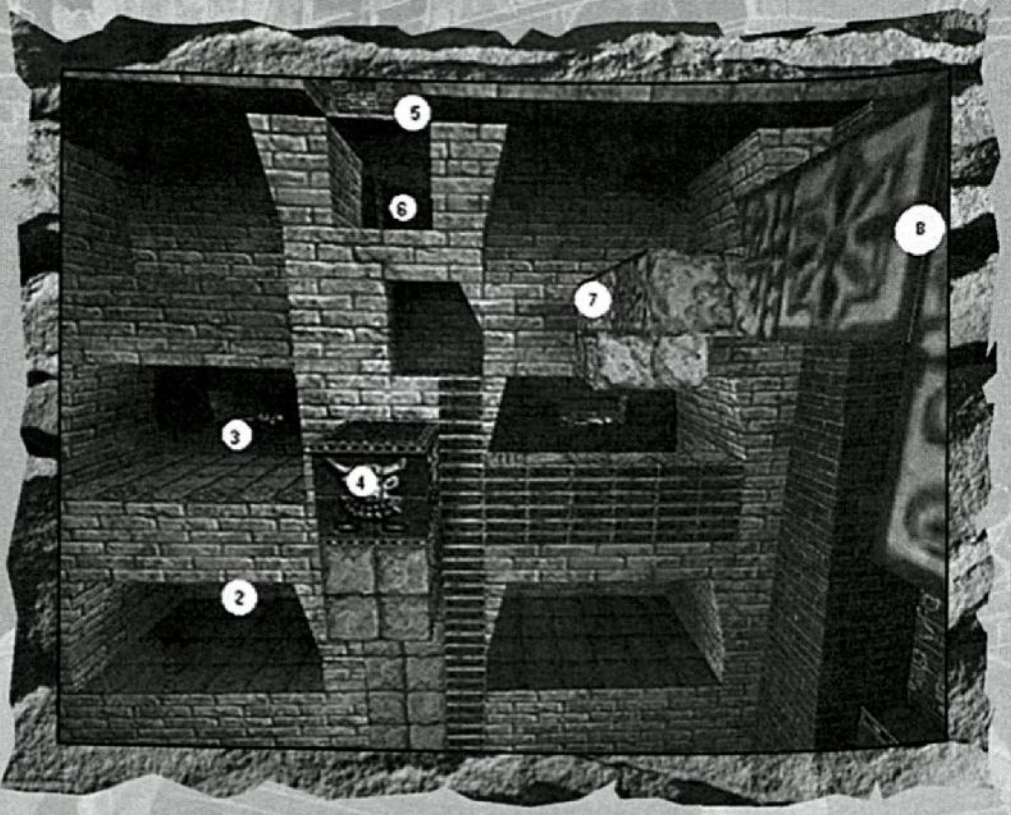
2
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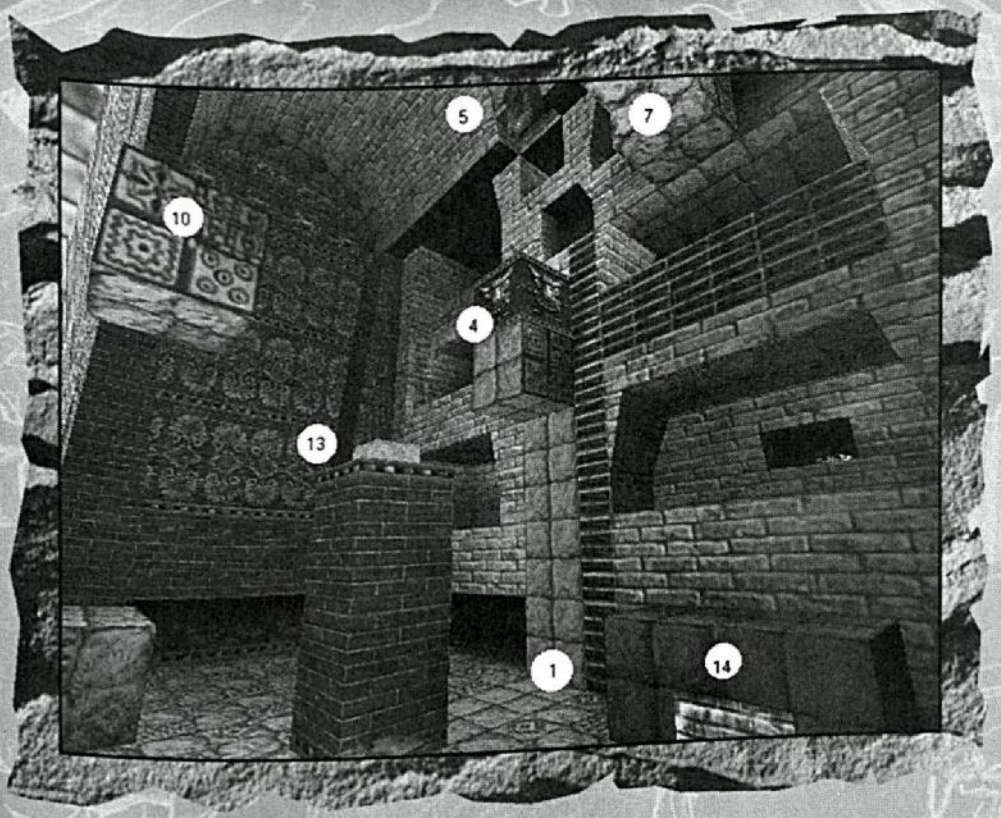
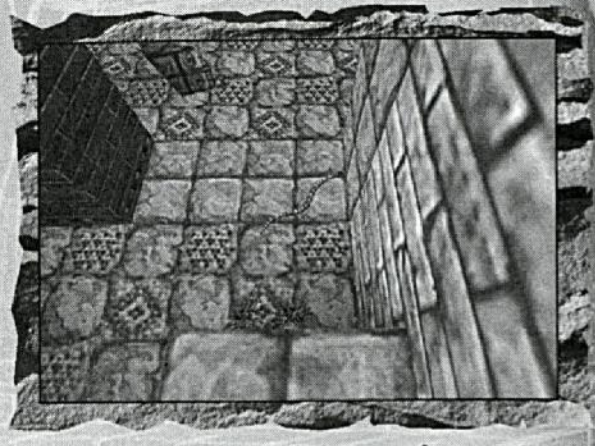


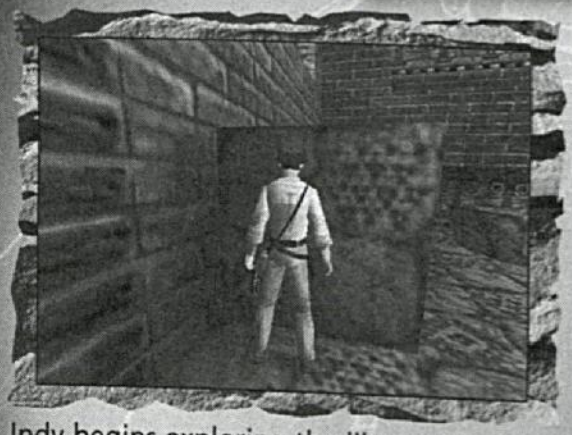
Some highlights of the library:

1. Bottom of ladder
2. Treasure
3. Treasure
4. Movable block
5. Whipable object
6. Text Fragment 1
7. Collapsible bridge
8. Platform 1
9. Text Fragment 2
10. Platform 2
11. Treasure
12. Text Fragment 3
13. Pressure Plate
14. Marduk Statue

Before he crosses to the foot of the ladder at Map Point 1, Indy must get rid of the spiders and scorpions on the floor.

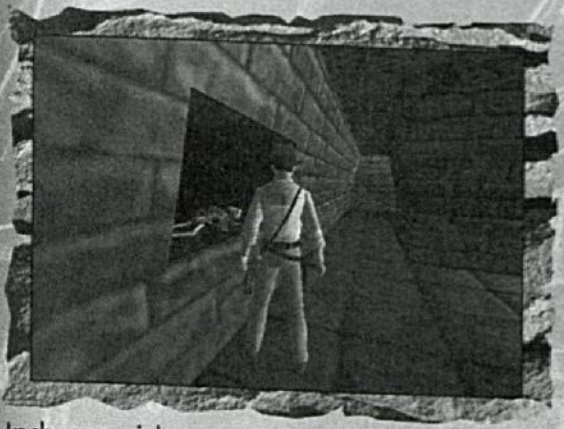


There are a bunch of them. After you think you've shot them all, save your game.



Indy begins exploring the library. First, climb onto the block to the right of the ladder at Map Point 14.

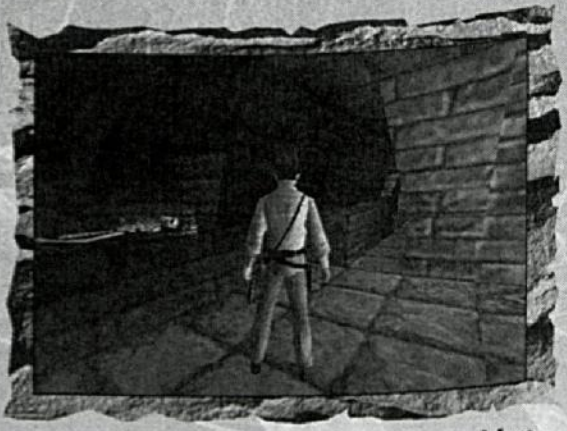
From there, climb up and access the first tier.



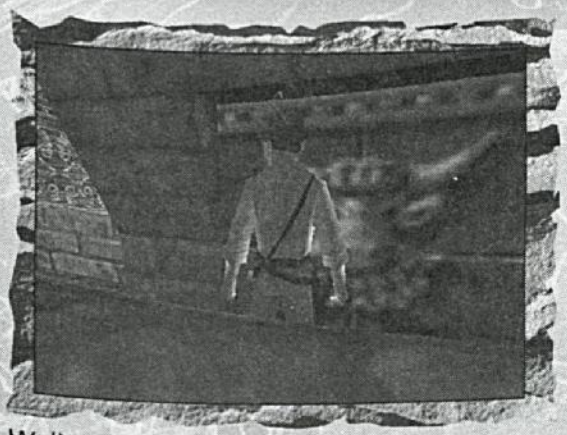
Indy can pick up a treasure at Map Point 2.

Now return to the ladder and climb up.

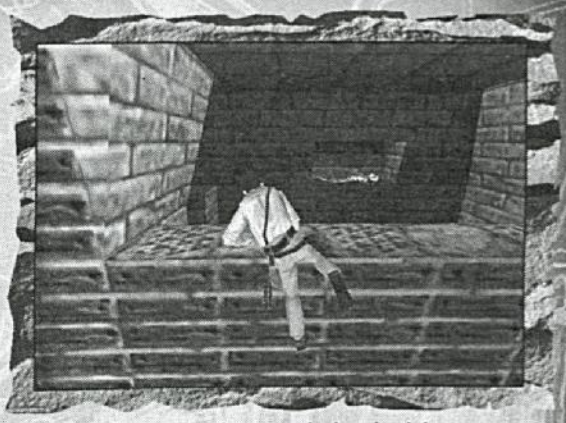
Move over on the ladder and climb to the second tier.



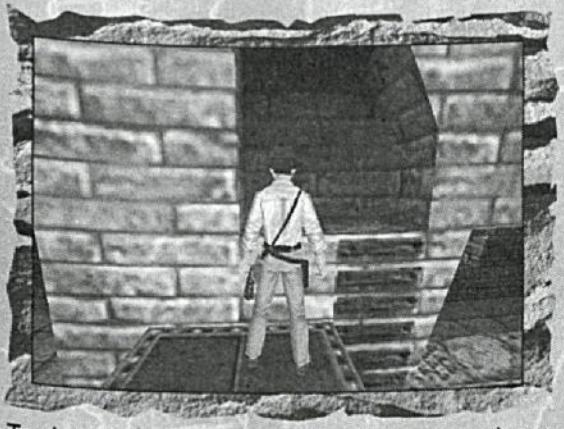
Now walk all the way to the left, to Map Point 3, and pick up another treasure.



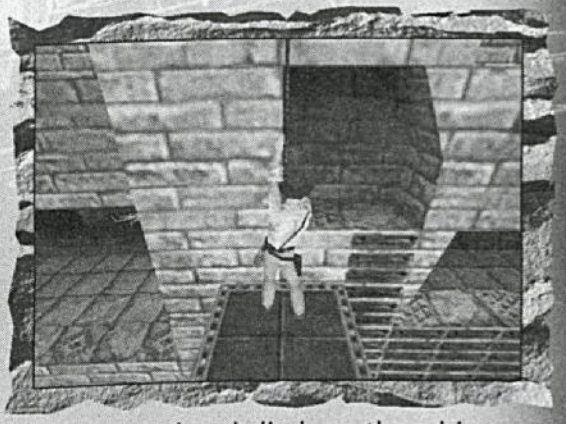
Walk Indy back and push the block forward at Map Point 4.



Now Indy must descend the ladder, get on top of the movable block (Map Point 4), and drop down.

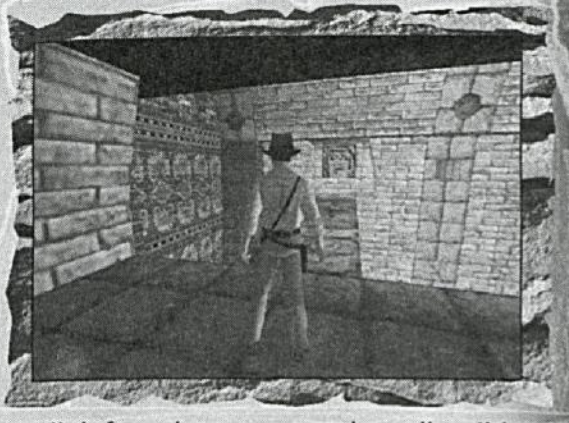


To do this, he must grab the ledge just above the movable block, sidle over, and drop.



Whip upward and climb up the whip.

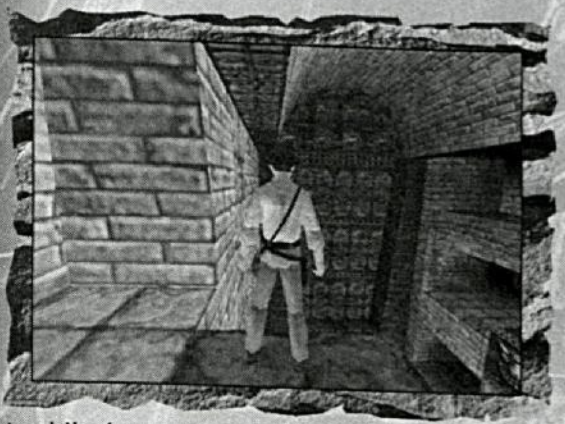
After landing here, Indy can walk forward and pick up a fragment of cuneiform text at Map Point 6.



Walk left and start across the collapsible bridge at Map Point 7. Don't worry, it won't collapse while Indy stands on it. To reach Map Point 8, Indy must make a running leap across the gap in the bridge.

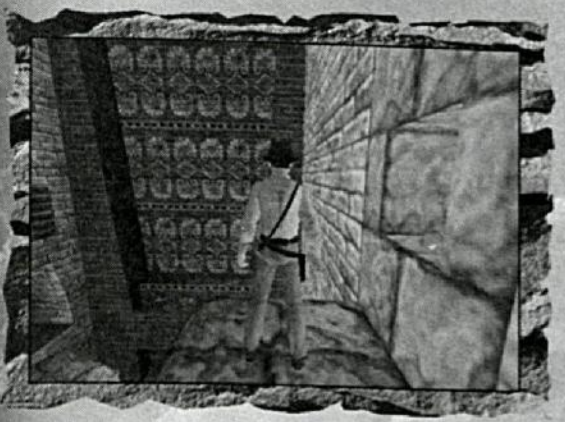
Indy spots another cuneiform fragment, but when he picks it up...

...the bridge collapses behind him.

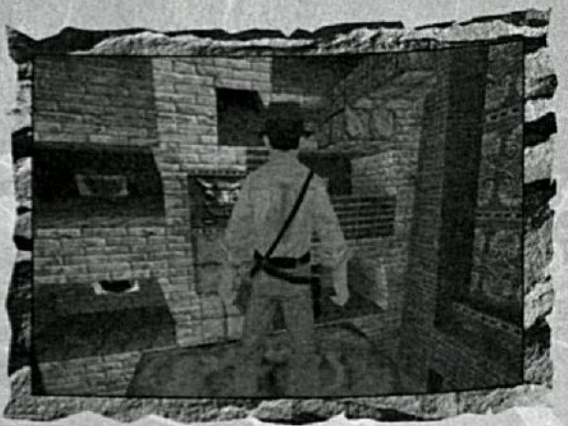


Luckily, he need only jump forward to land on the next platform (Map Point 10).

When he lands, the platform behind him collapses.



Another treasure here rewards Dr. Jones for his troubles.

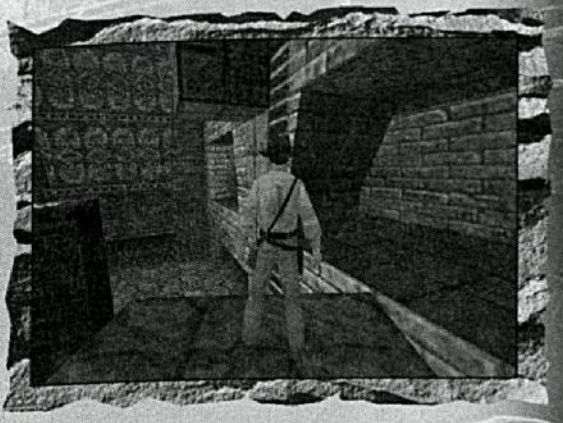


Save your game. Now walk Indy forward until he's about one step from the edge and jump forward.

He should land on the pressure plate on the center column (Map Point 13).

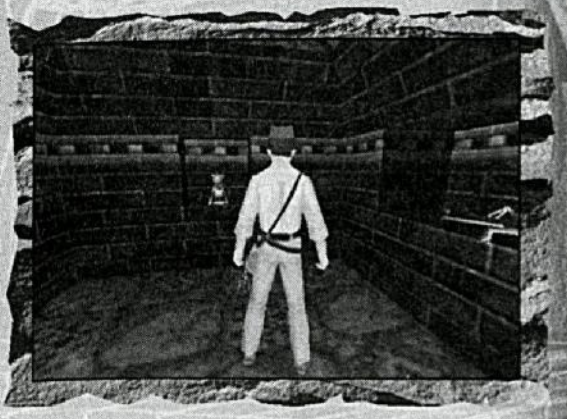
That lowers the barrier to this crawl space at Map Point 14.

From here, take a running jump to land on the block ahead.



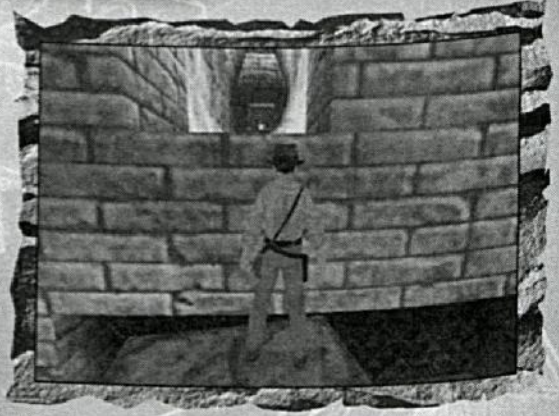
Jump down.

Enter the crawl space.



Inside, Indy picks up the gold, winged statue of Marduk that Turner mentioned.

Indy has one more text piece to pick up. Climb atop the block ahead (it was Platform 1 before it fell).



Climb up over the edge to reach the passageway.

The pressure plate in the floor ahead triggers a deadly trap: save your game, walk to the edge of the plate, and roll or crawl forward.

When Indy has the text fragment, save again. Now, walk as close as you can to the pressure plate without actually stepping on it and roll or crawl forward.

Return to where you entered, and leave the library.

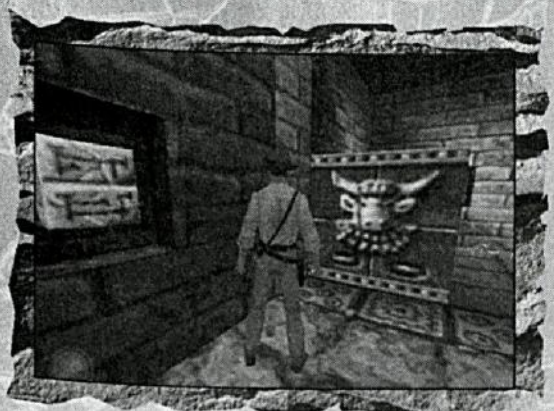
Jump to the lower level and reenter the room where Indy used Sophia's gear.

Indy inserts the three text fragments in the frame on the opposite wall...

...and learns that Marduk distributed the machine parts in four directions.

This map leads Indy to the first machine part.

The wall opens behind the elevator.



Now pull the block backward so you can use the elevator.

Don't leave without picking up two more treasures.

BABYLON

Press the button and ascend to the top. Indy climbs the wall to the left of the button.

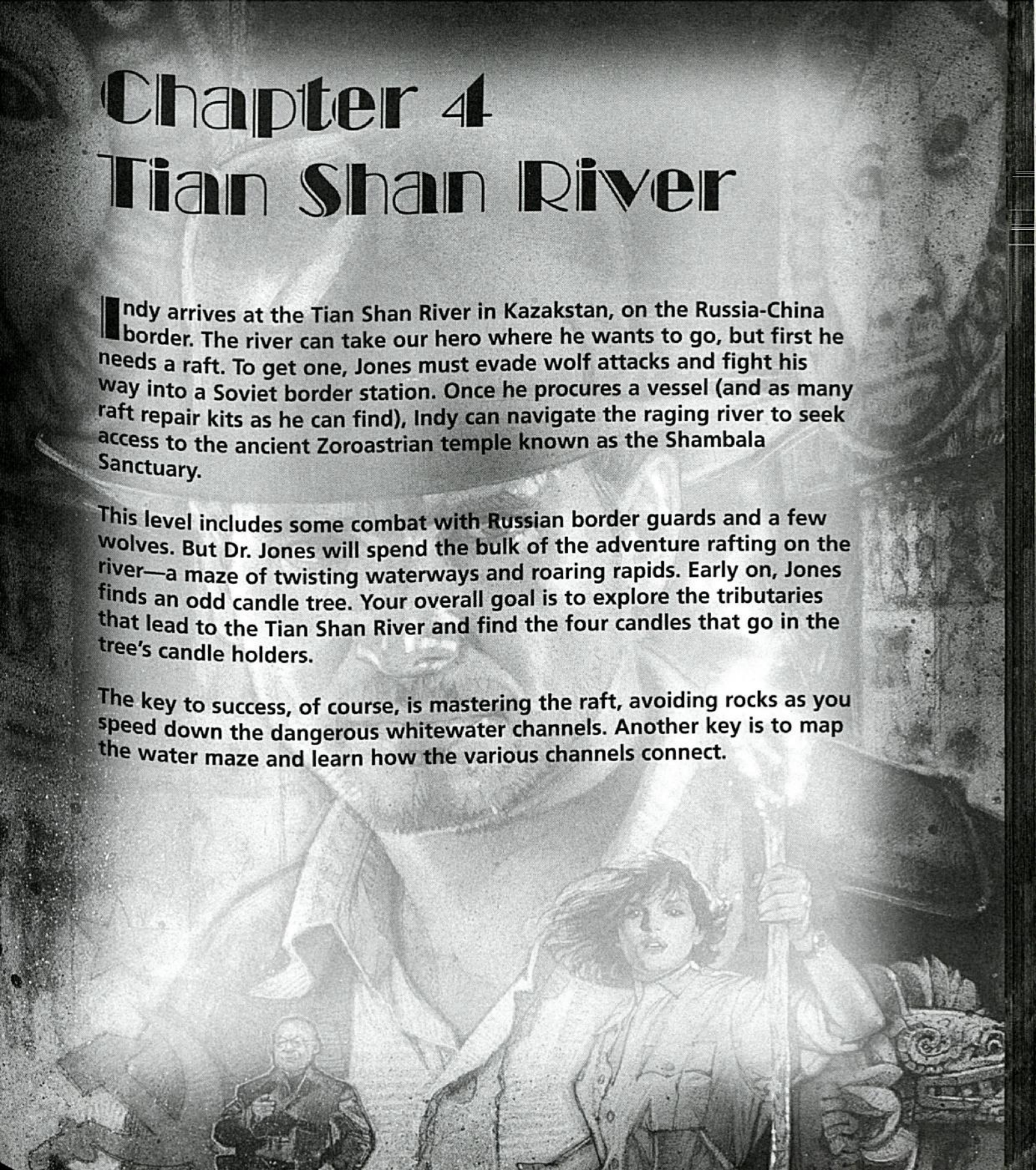
Indy gives Turner the gold statue and sets off toward the Tian Shan River.

Chapter 4
Tian Shan River

Indy arrives at the Tian Shan River in Kazakstan, on the Russia-China border. The river can take our hero where he wants to go, but first he needs a raft. To get one, Jones must evade wolf attacks and fight his way into a Soviet border station. Once he procures a vessel (and as many raft repair kits as he can find), Indy can navigate the raging river to seek access to the ancient Zoroastrian temple known as the Shambala Sanctuary.

This level includes some combat with Russian border guards and a few wolves. But Dr. Jones will spend the bulk of the adventure rafting on the river—a maze of twisting waterways and roaring rapids. Early on, Jones finds an odd candle tree. Your overall goal is to explore the tributaries that lead to the Tian Shan River and find the four candles that go in the tree's candle holders.

The key to success, of course, is mastering the raft, avoiding rocks as you speed down the dangerous whitewater channels. Another key is to map the water maze and learn how the various channels connect.



TIAN SHAN RIVER

ENEMIES

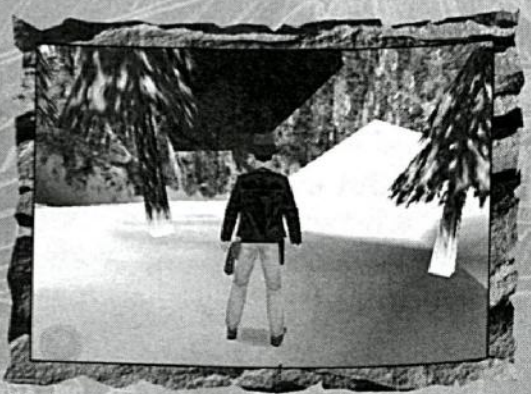
BORDER GUARDS
WOLVES

NOTE

Indy's principal enemy here is the river itself—a twisting, turning course of rapids and switchbacks.

STEP BY STEP

Indy arrives on the Tian Shan River.



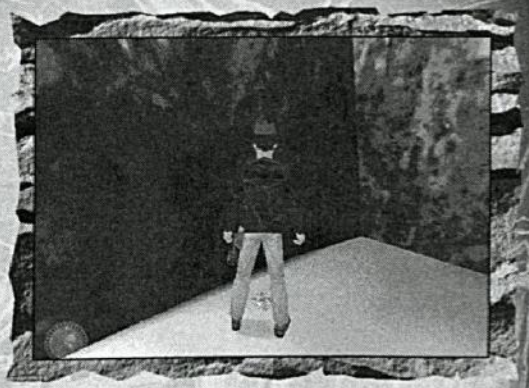
He turns around to investigate the cave behind him.

Inside he finds a treasure.

Move in this direction. A wolf hides behind one of those trees, but it will run away if Indy fires his gun. After that, you need only run forward quickly to escape the wolf.

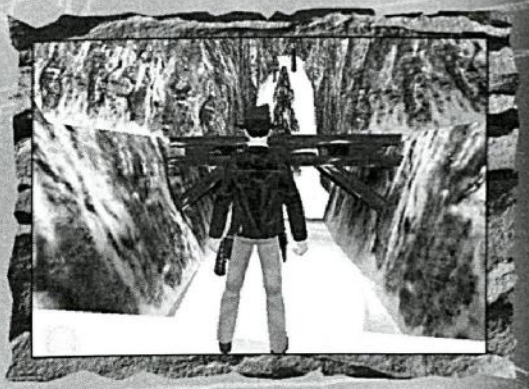
TIAN SHAN RIVER

Eventually Indy reaches this small mountain pass. A good running leap should get him to the other side. If it doesn't, climb the ladder cut in the cliff face.

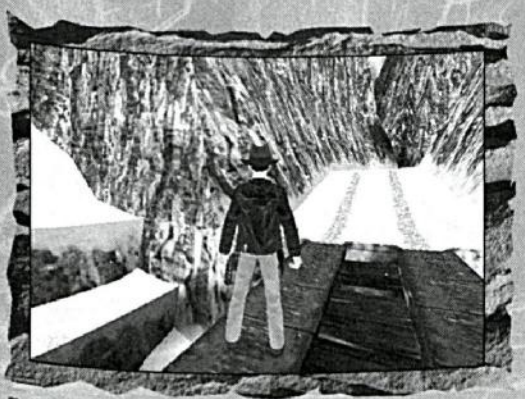


Find the treasure hidden among the trees on the other side.

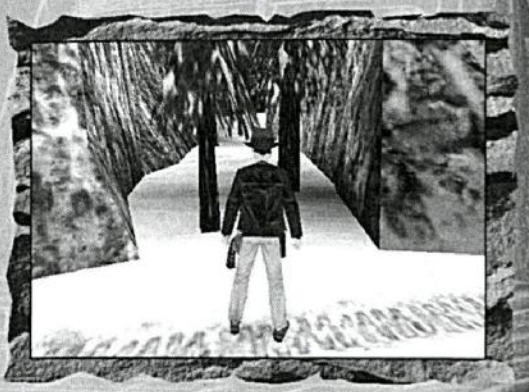
You must get to the bridge below.



Climb onto the first ledge beyond the bridge. From there, Indy can take a running jump and make the bridge.



Follow the tire tracks across the bridge.

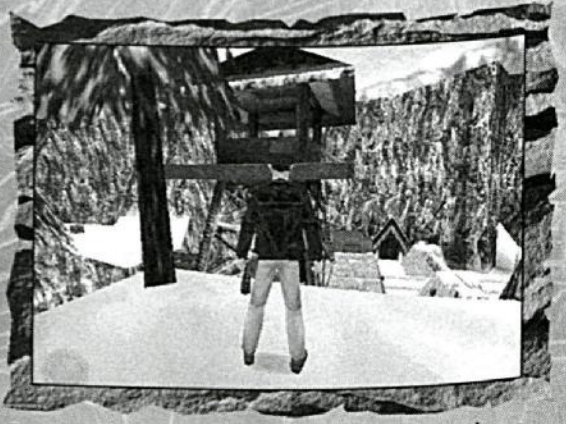


Indy finds a shortcut on the left.

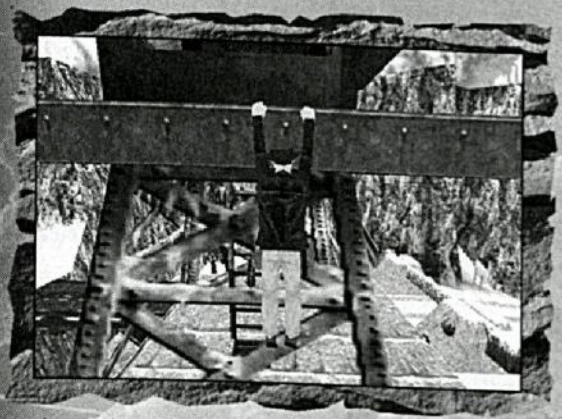
He also finds another wolf: again, it runs away if you fire Indy's gun.

Indy climbs this cliff, too.

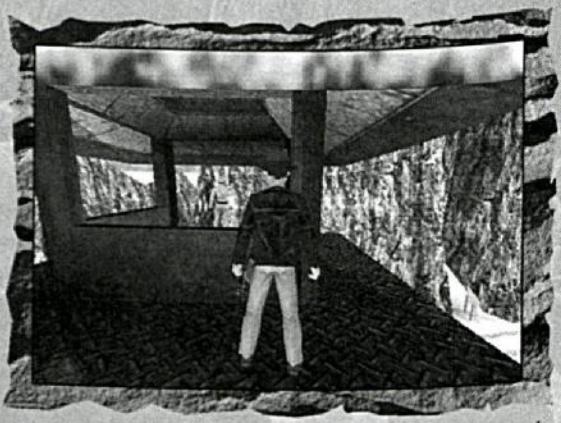
Walk forward a little for a good view of the Russian border station. The guards there are a little trigger-happy, especially the one immediately in front of Indy. If Indy has any rifle ammunition, have him take a few steps back and pick that one off with his rifle.



To reach the tower's upper level, make a running leap from as close as possible to the tree on the left.

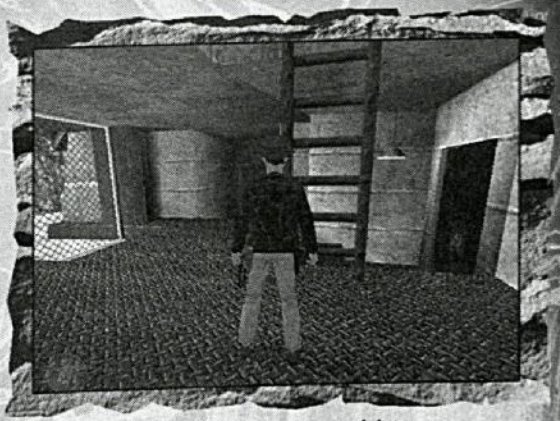


Indy makes the tower by his fingernails.



Walk around to the other side to descend the ladder to the next level.

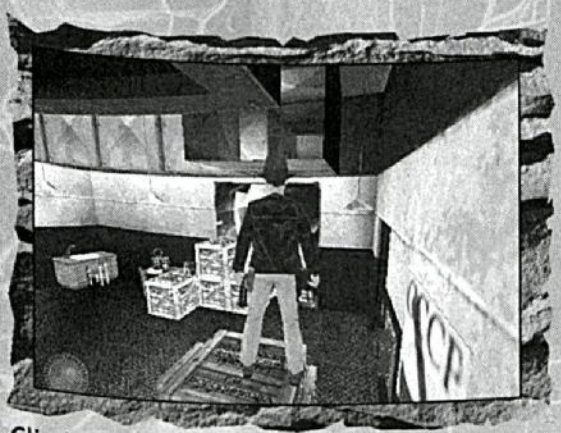
Indy finds another hole in the floor and another ladder down.



Another guard lurks around here somewhere—maybe beyond that door. Get out Indy's gun.

There he is—over by the door. Indy must get past him to open that door.

But another guard waits on the other side. Indy must eliminate him, too.



Climb onto these crates facing the ventilation shaft. From there the shaft is an easy jump.

In the shaft, head for that hole to the left.

Pass through the hole into the room below: a treasure lies on the crates ahead.

Open the door here to return to the room Indy entered from. Climb back up into the ventilator shaft.

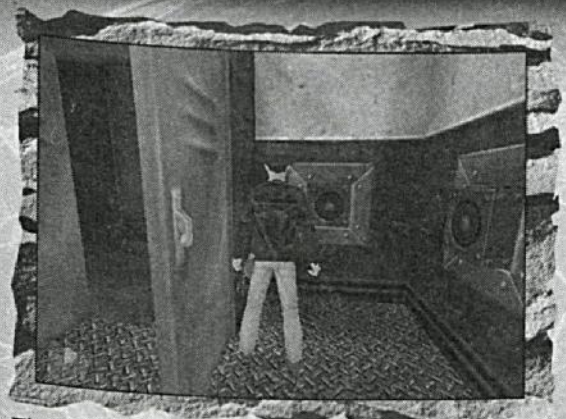
Move straight ahead and to the right, where there's another hole to drop through.

Indy finds some interesting lockers to investigate.

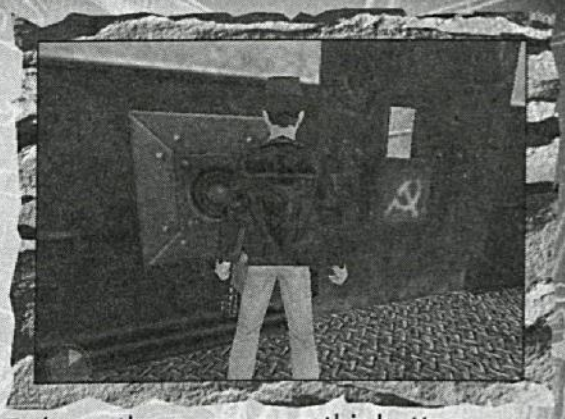
The first locker on the left contains a raft.

The middle one holds a raft repair kit.

TIAN SHAN RIVER



This button opens the gate to the river.



To leave the room, press this button.

This seems like a good place to use the raft. As you move down the river, avoid the rocks and banks whenever possible: they may cause the raft to spring a leak. If you don't care about your IQ score, turn the difficulty way down so the leaks you get lose air more slowly. (You may want to save here and explore the river on Low difficulty. When you master it, play again with the difficulty turned up.) Save anywhere you can climb out of the raft.

First, move straight ahead. Bear to the right along the curve ahead.

NOTE

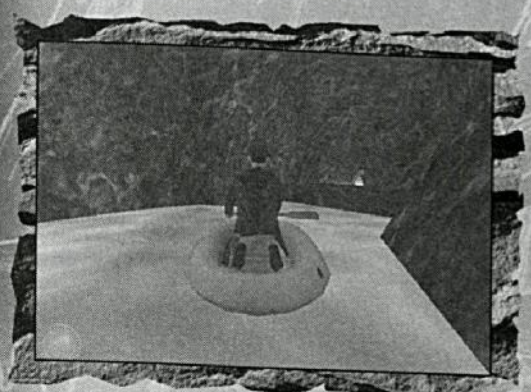
You should always use the raft in the river; it's too cold to swim and you would drown if you tried.

The curve switches back and left.

TIAN SHAN RIVER

Check out the waterfall at the end of the next curve.

Just paddle straight through.



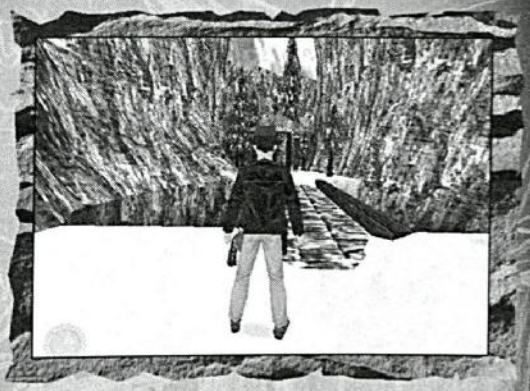
You can pick up another treasure under the falls.

Now paddle out and down the river past the bridge.

You'll find a place to dock farther on.

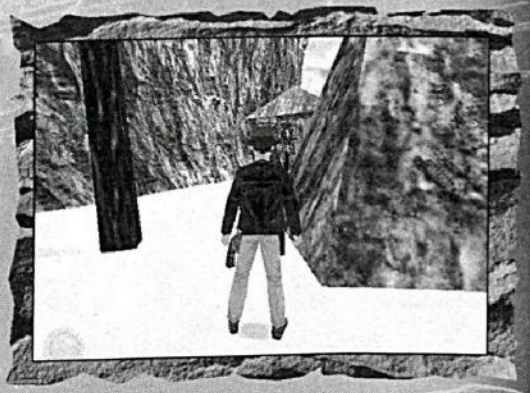
A path leads Indy deeper inland.

A treasure lies behind the third boulder on the path.



This door leads to the candlelabra—where Indy will end this level.

The candelabra.



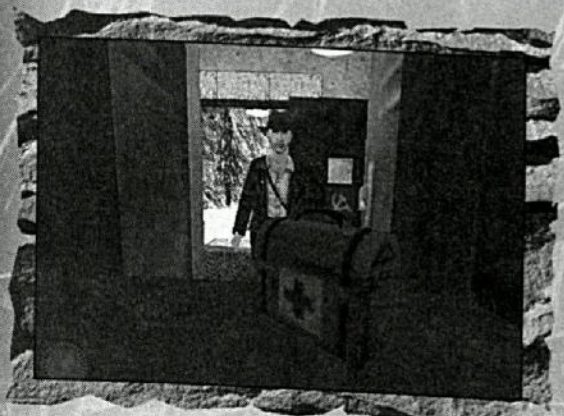
Another path leads away from the candelabra.

Indy spots a guard shack ahead. Draw his gun.

Two guards wait here. Both may be outside, or one outside and one inside. Either way, Indy must enter the shack, so the guards have to go.

Inside, find two more lockers.

The left locker holds an endless number of raft repair kits. But Indy can carry only three at a time. Anytime he runs out, he can return here and get more.

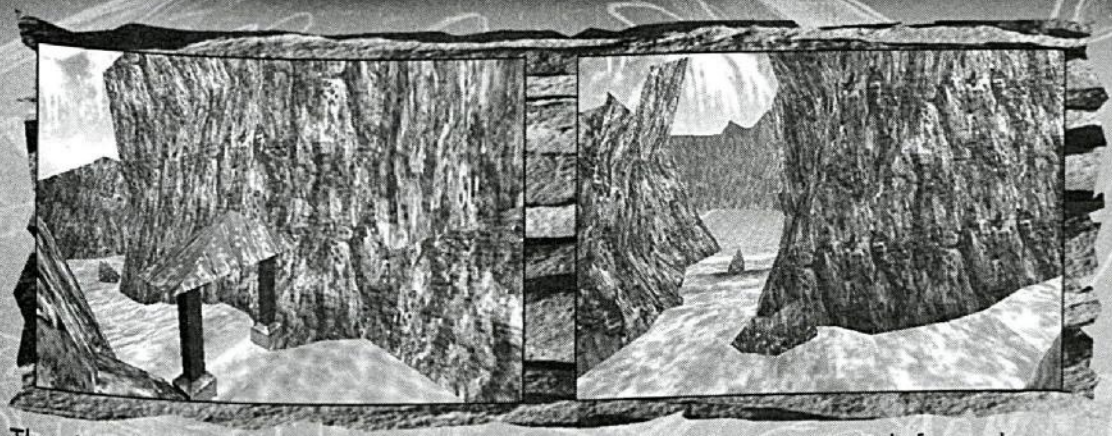


The other locker contains a trauma health kit.

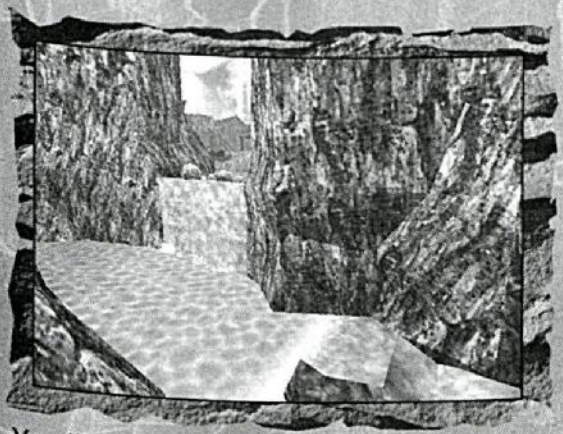
A primitive elevator and access to the river lie down the hill. The elevator descends into an underground chamber where the branches of the river converge. This provides a way for Indy to return for more raft repair kits and to explore different river routes.

Indy can launch his raft from here.

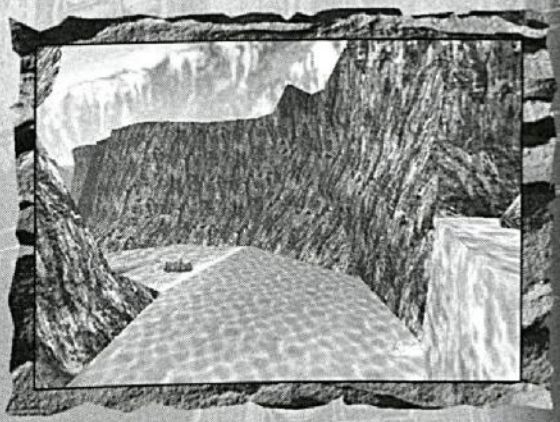
The river takes a right, and then a left.



The river passes under an arch, turns right, and then left again. Watch for rocks on each turn.



You'll pass a waterfall and turn left.

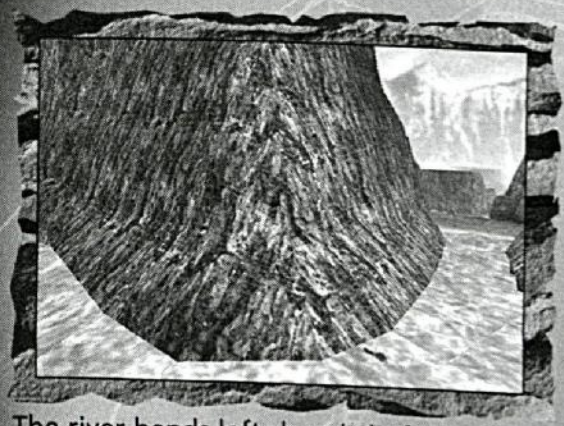


Keep to the left of the rocks in midstream beyond the waterfall.

A different view of the rocks: the river splits, and you should stay to the left.

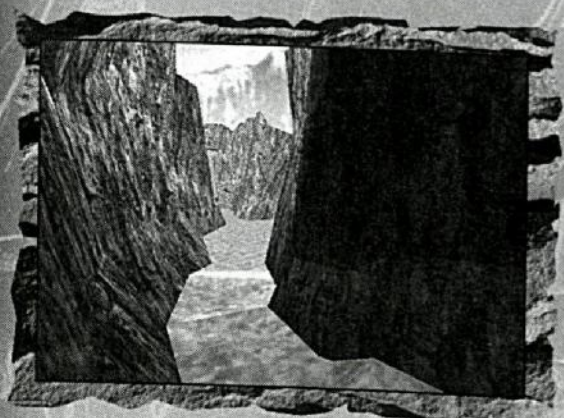
Two towers mark the fork in the river. Go toward the yellowish one to the left. Indy encounters rapids just beyond the fork. Try to keep the raft facing forward.

TIANSHAN RIVER



The river bends left sharply before coming out into smoother water. Start bearing right.

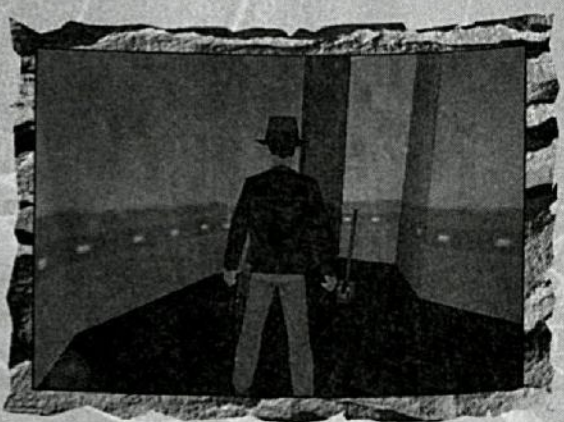
Markers indicate another fork. This time, take the fork to the right.



You'll hit more rapids, but they lead to a calmer pool.

Dock at the tower ahead.

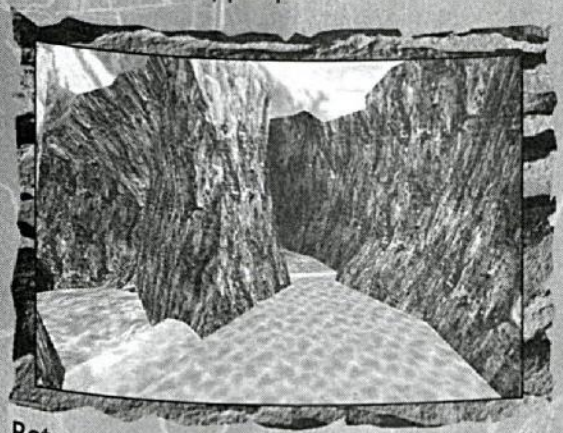
Pull up to the stone steps around the tower and leave the raft. Shoot out that window, and then take a running jump through it.



Inside, pull a lever to open the upstairs door.

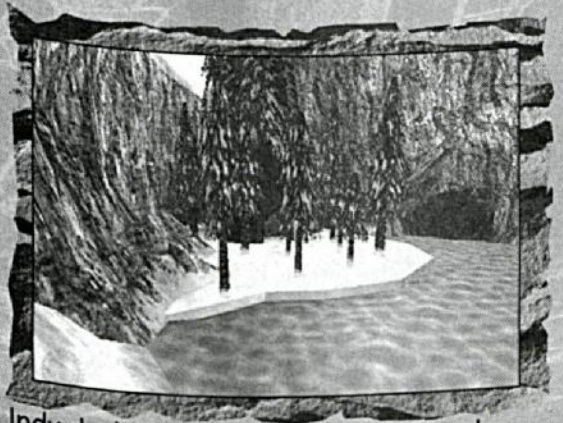
This is a tricky jump, so you may want to save here. Have Indy climb onto the ledge, and then move back so the whole ledge lies in front of him. Start him running forward. As soon as he lifts his leg to take the first step, hit the Jump key. That should get you back to the steps, where you can climb to the door in the upper part of the tower.

Inside, Indy finds his first candle.



Return to the raft. The river moves it off to the left.

The river flows into a tunnel.

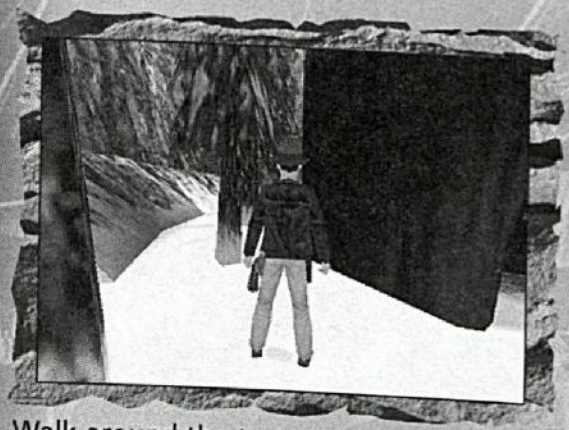


Indy docks his raft outside the tunnel.

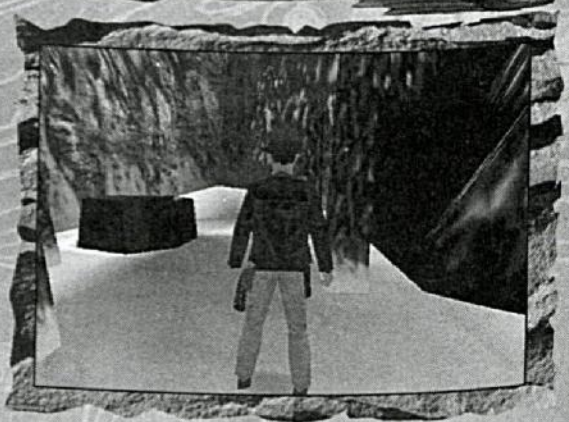
From there, he spots a hollow tree.

TIAN SHAN RIVER

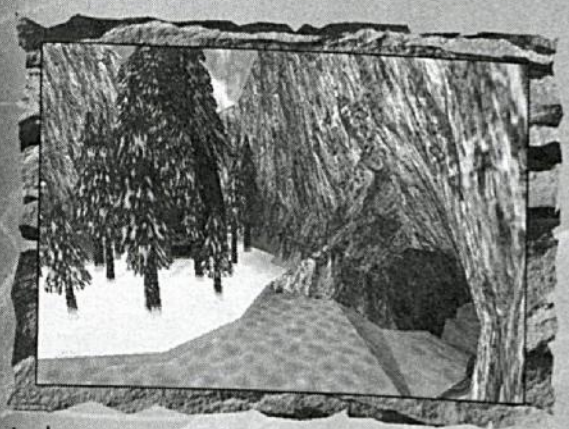
Inside the tree he finds another candle.



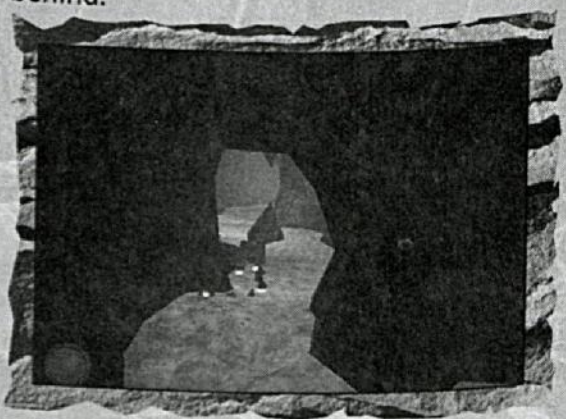
Walk around the tree.



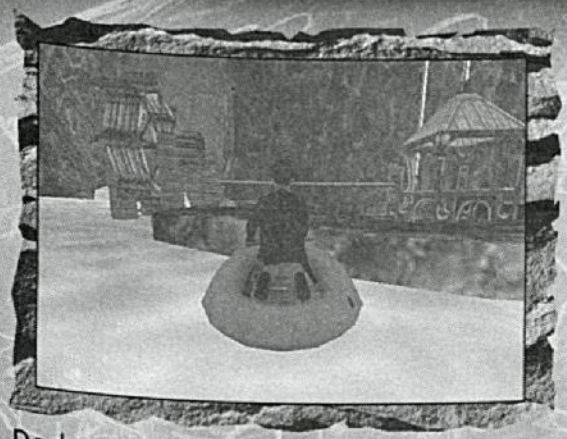
Indy finds another treasure on the stump behind.



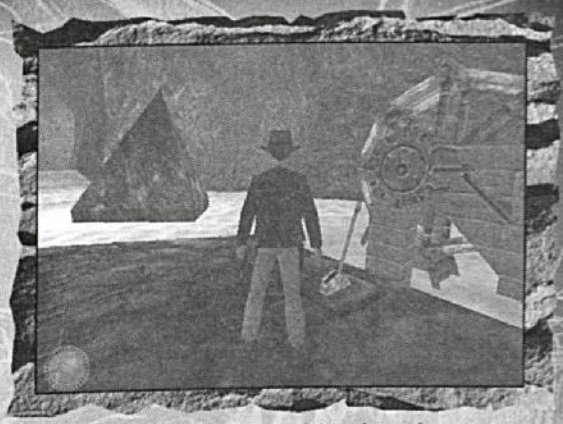
Indy returns to the raft. The river carries him into another tunnel.



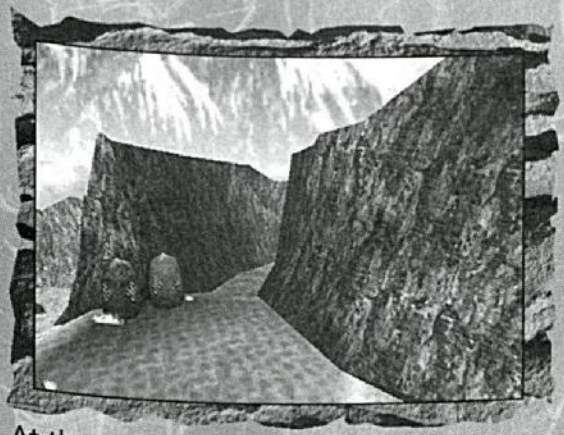
This tunnel leads into the underground chamber: watch out for the rocks at the bottom.



Dock near the elevator.

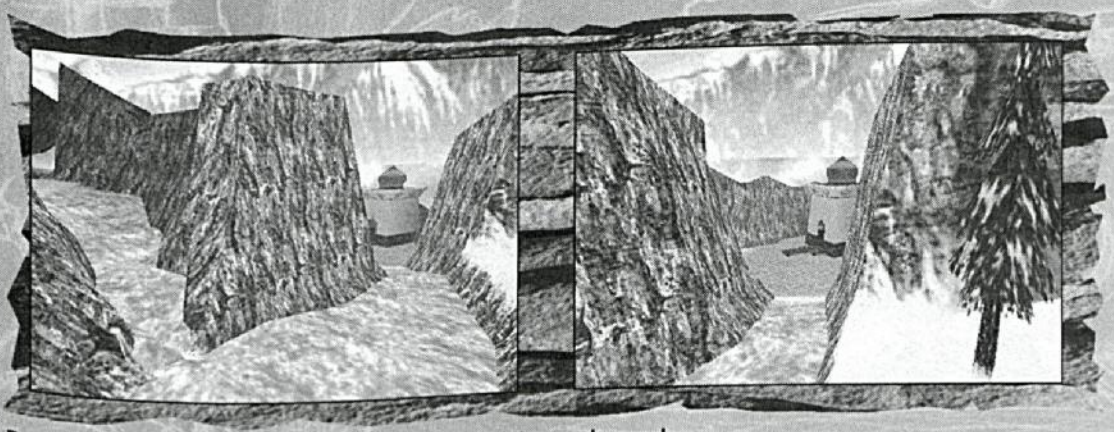


Pull this lever to ascend in the elevator. Now go down the river as before, moving left at the first fork.

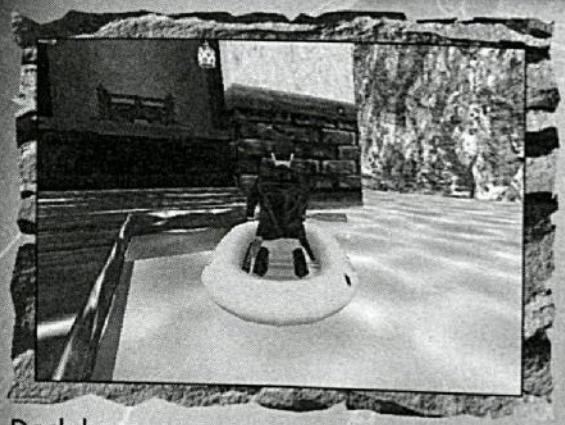


At the second fork, go left again.

The river speeds up.

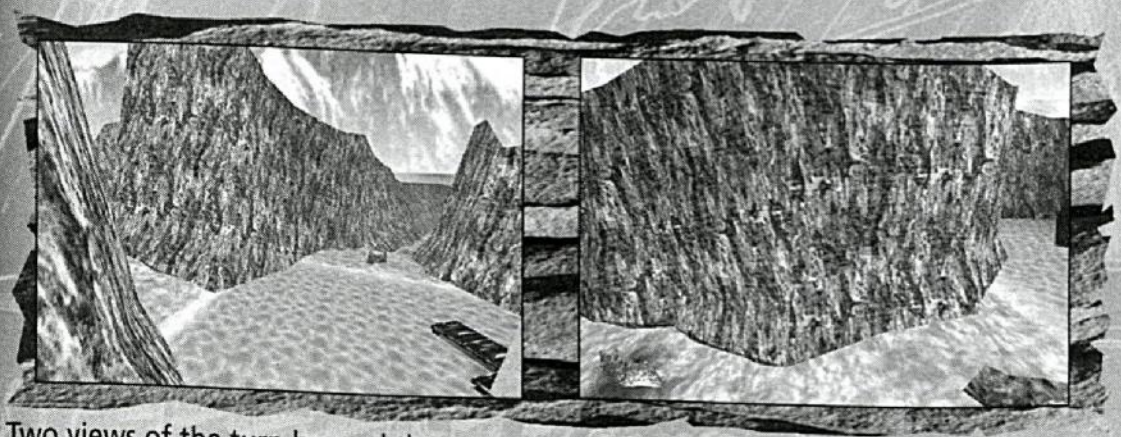


Beyond the rapids, the river bends left abruptly and moves toward another tower.

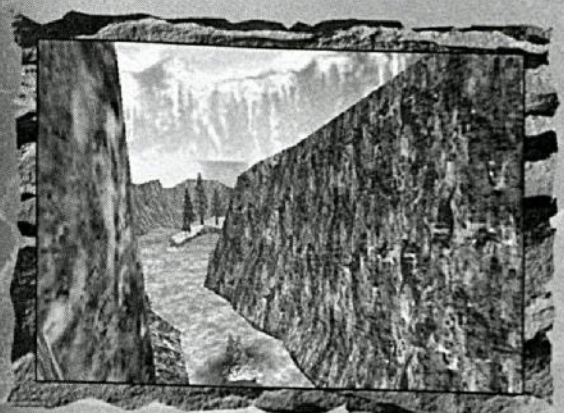


Dock here.

Inside, Indy finds another candle.



Two views of the turn beyond the tower: watch for more rocks, and prepare for the river to speed up.



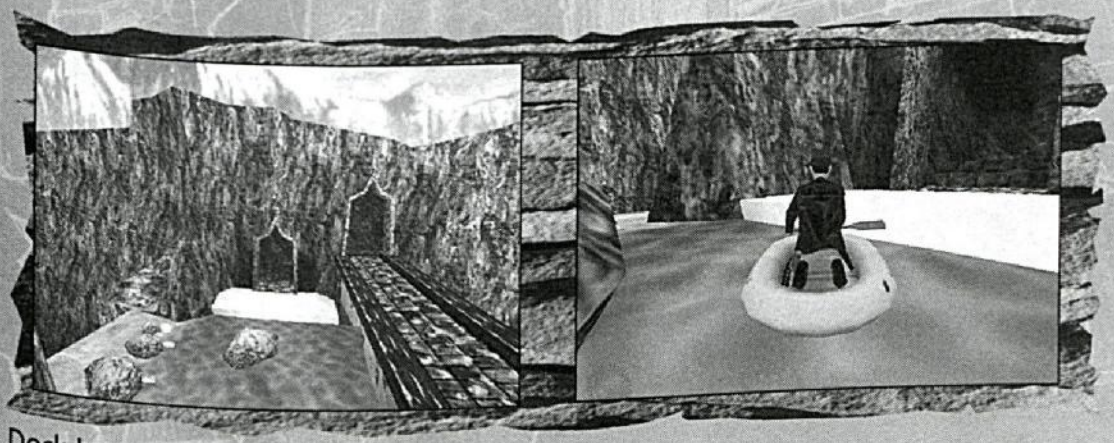
Bear right. You want to be on the right side of the trees ahead.

The river speeds up considerably here. Try to keep to the right.

TIAN SHAN RIVER

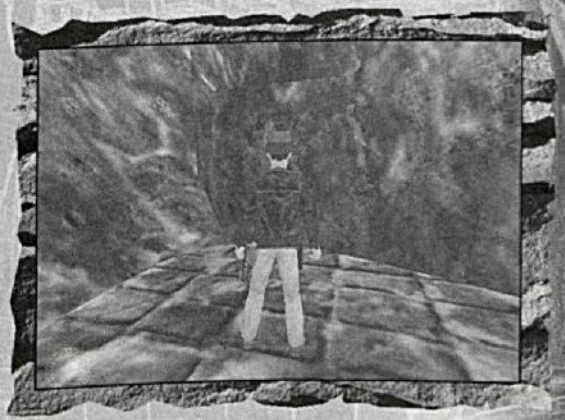
You want to reach this area. If you pass this point, you can paddle upstream to get there.

Another view of this tricky turn.



Dock here.

Inside, Indy climbs the first flight of stairs.

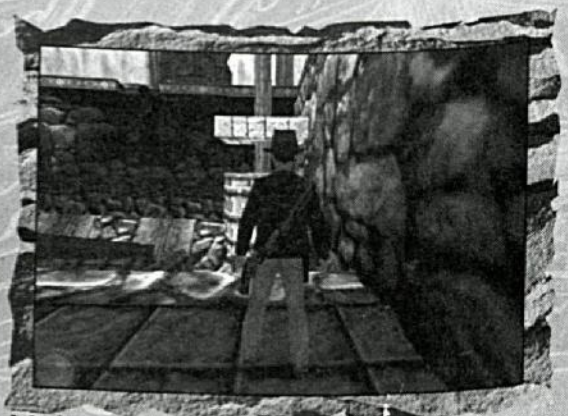


He jumps up and climbs over this ledge.

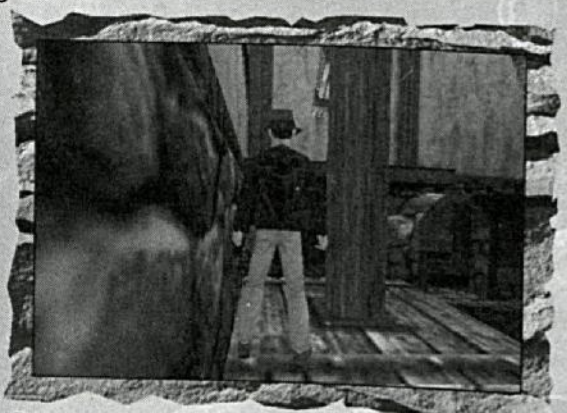
On top, Indy picks up another treasure. Climb down and continue.

This door opens into a walkway to a mill across the river.

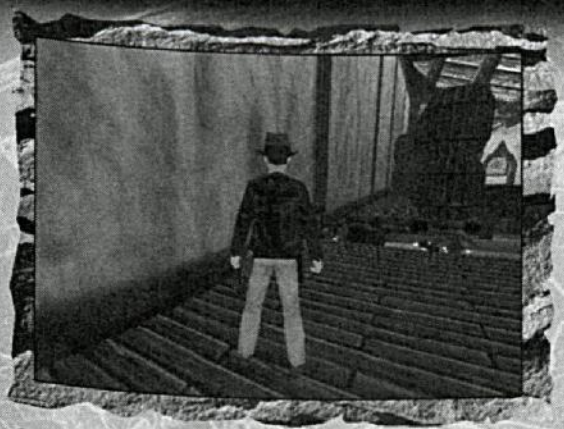
Indy must make a difficult running jump to the masher on the right. It's mostly a question of timing. Save each time you make a jump—so you don't lose your progress



Make your jump from about here.



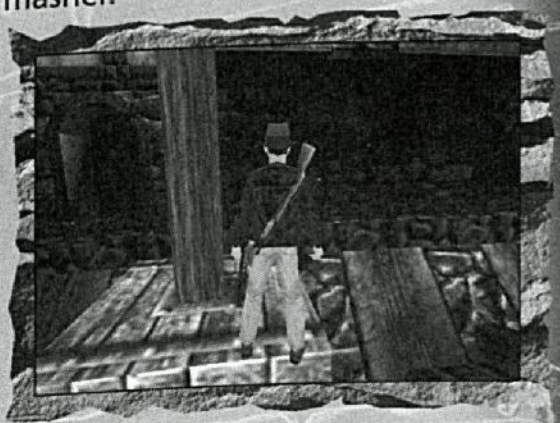
Once you're on the masher, turn around and take a running jump to the balcony beyond. Again, it is a matter of timing. When the masher starts rising, start running forward to jump.



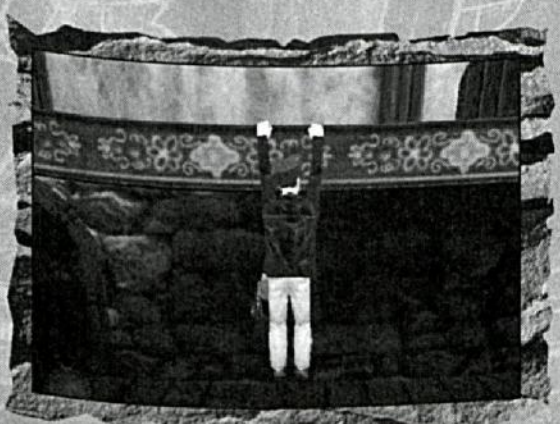
Once on the balcony, run forward along the left side and jump across the gap.

Now, facing across the room, Indy has a running jump to make to the leftmost masher. Make this leap from the right-hand side of the pole ahead. Make sure to start your leap about one step back from the edge of the balcony, or you won't hit the masher.

Take a running jump to the next masher, timing it so you jump when both mashers are down.



From this masher, you can do a running jump to the balcony on the other side, provided you time it so the masher is at the top of its cycle.

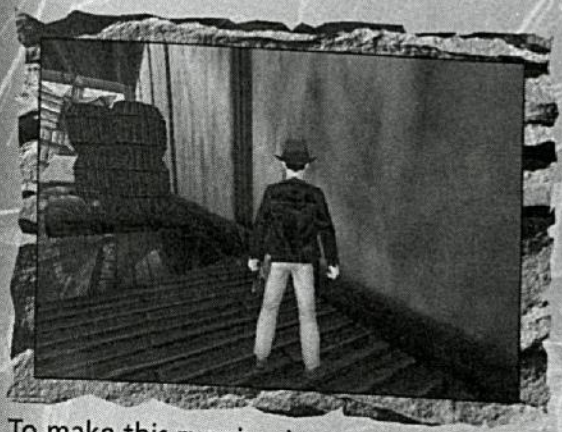


Indy pulls himself up.

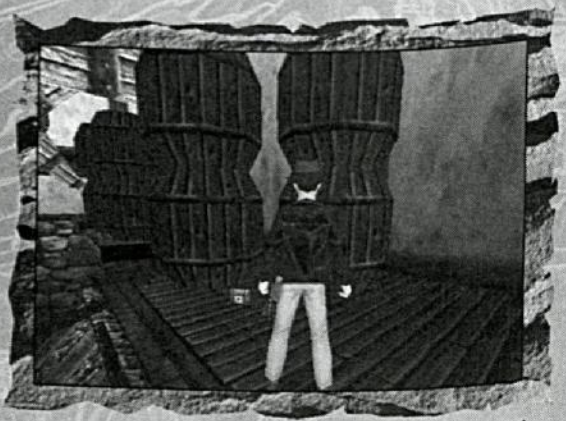
A good running jump takes Indy across this gap.

Indy wants to investigate a door to the right, but first he must pick up a few more things: he takes a running jump to the next platform.

Indy picks up another treasure in this little alcove.



To make this running jump, make sure Indy stays to the right, next to the wall.



Pick up a trauma health kit and follow the path back to that interesting door.

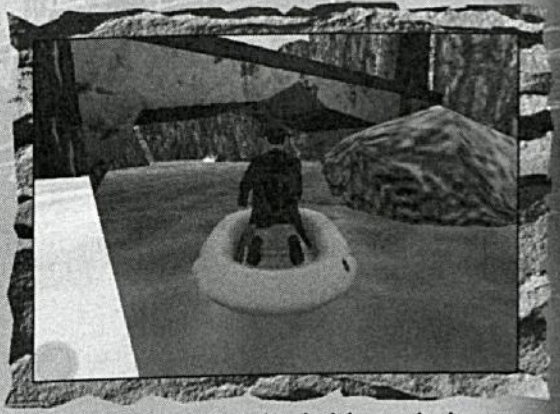
Climb the stairs beyond.

Stop on this stair and move over toward the left wall.

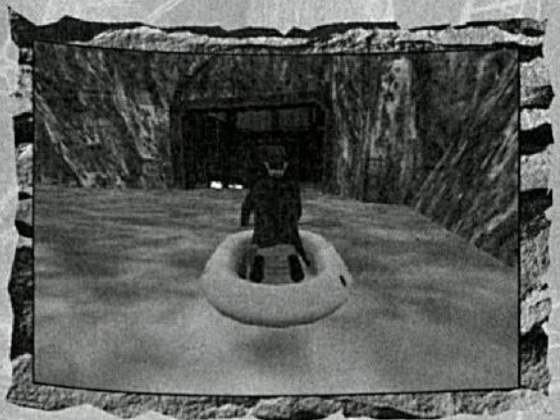
Whip upward and climb the whip.

Pick up another treasure, and then finish climbing the stairs.

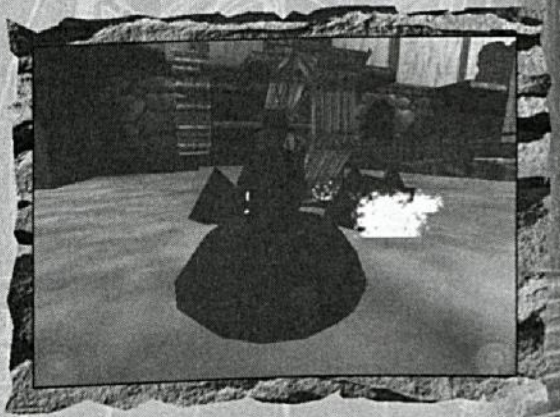
The last of the four candles waits at the top. Now go back down, drop to the mill's main floor through any gap in the walkway, return to where Indy docked, and get back into the raft.



Paddle back under the bridge, aiming to the left of the rock on the far side.

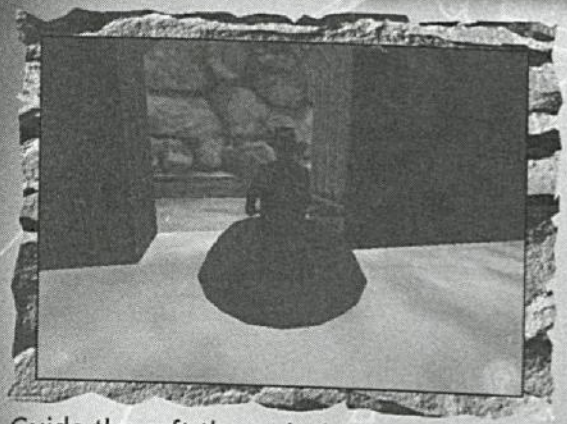


Paddle toward this door, keeping as far left as possible.



Inside, move to the left of the waterwheel: watch out for the rocks.

TIAN SHAN RIVER



Guide the raft through this door.

Pick up one more treasure inside. When Indy rows back out, the current carries him into the underground chamber. Take the elevator up and return to the candelabra, up the hill and past the guard shack.

Put the four candles on the tree. The order doesn't matter.

When Indy lights all four candles with his lighter, the bridge swings across and he can cross to Shambala Sanctuary.

Chapter 5
Shambala Sanctuary

Indiana finally penetrates the sacred Shambala Sanctuary, but something's very, very wrong. Pious monks once roamed these hallowed halls. But, judging from the scattered skeletons, the good brothers must have died off quite suddenly. Now the monastery is home to odd, deadly little ice creatures that spit icicles at Indy as he negotiates the layout.

Dr. Volodnikov's Soviet minions soon arrive and add to the chaos. But help for our man Jones comes in the form of a mysterious holy woman, the temple's caretaker. She can direct Indy to the first Machine Part—but only in exchange for a "golden" favor.

Indy's exploration of Shambala leads him through a fairly nefarious clock tower puzzle—on a search for the mechanism that can bring it back to life—to a final confrontation with the massive Ice Guardian. Between the Russians and the Ice Creatures, Jones has his hands full already. But the powerful "big boss" sentinel defends Urgon's Part with cold tenacity. This presents Indy with his toughest challenge to date.

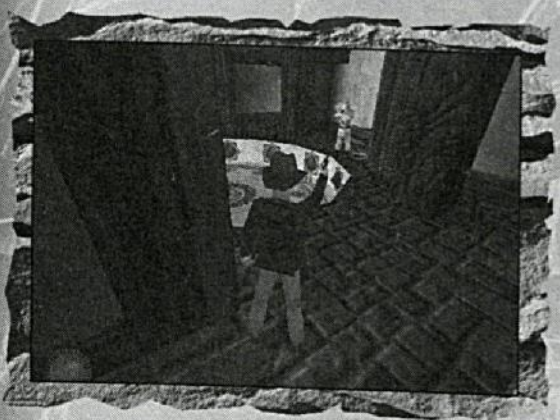
SHAMBALA SANCTUARY

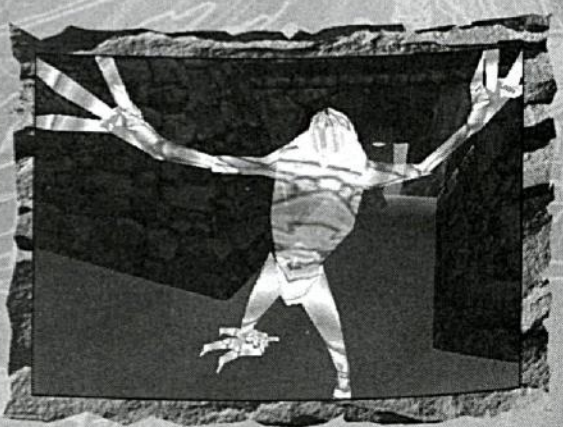
ENEMIES

Ice creatures
Guards

NOTE

Urgon's Machine Part lies deep in the ice caverns under Shambala. Like all the Machine Parts, this one comes with a guardian—a giant ice creature. Indy must find a way to defeat it before he can escape with the first Machine Part.

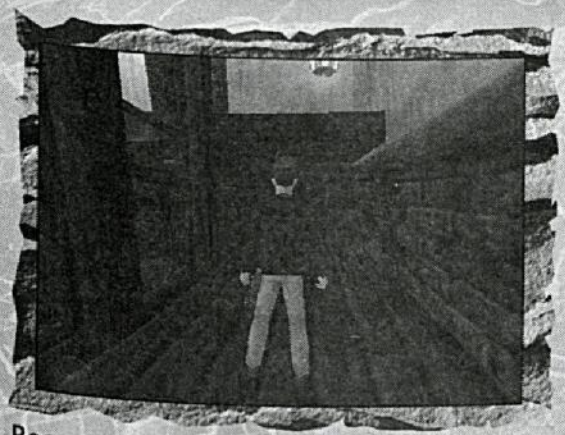




STEP BY STEP

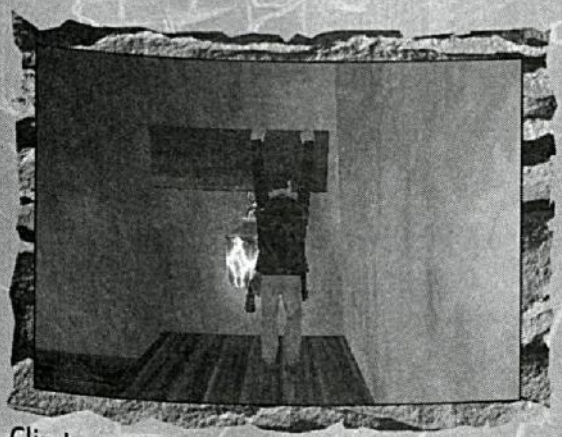
Indy enters the Shambala Sanctuary. Draw his gun.

Kill off the spider to the left.



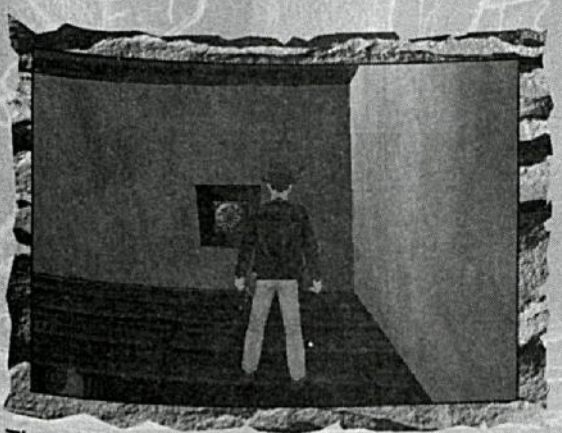
Because the elevator is broken, Indy must leap forward and climb onto the platform.

Indy walks over to the left side of the platform.

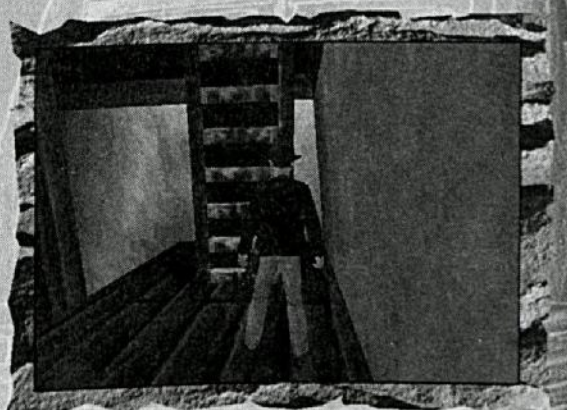


Climb atop the lamp.

From there, leap to the platform across the way with a quick running jump.



The button lowers a ladder.



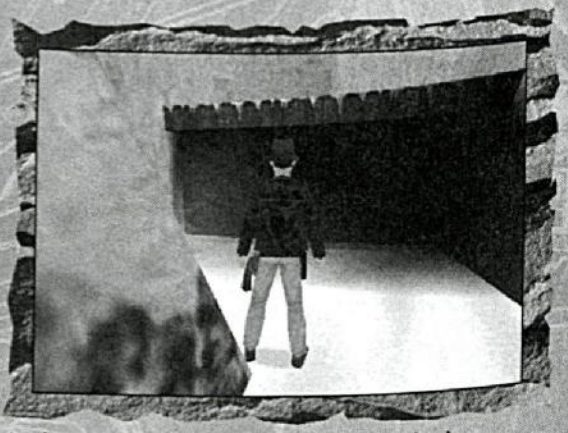
Climb up.

SHAMBALA SANCTUARY

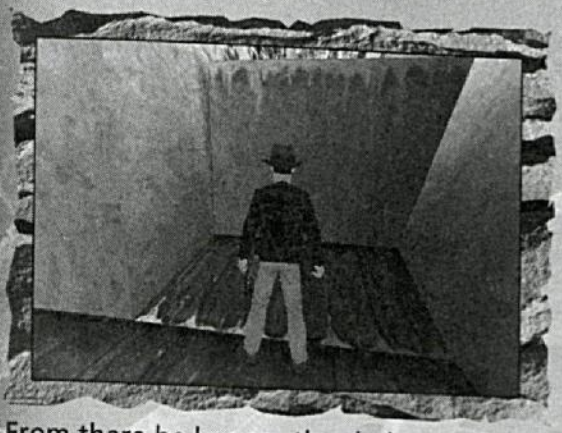
Walk around to the other side.

Indy walks across the walkway and through the door into the main part of the Sanctuary.

Beyond the doors, run across the yard to the left, avoiding the wolf.



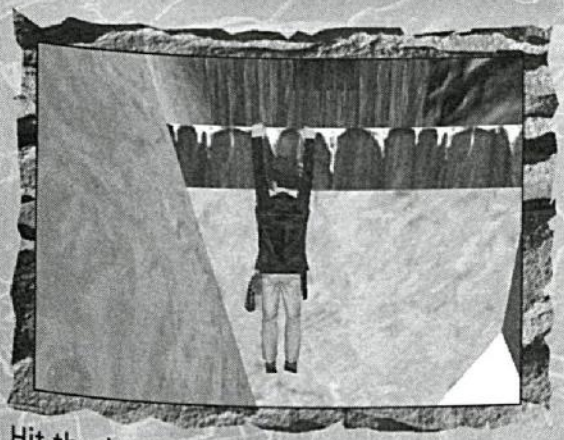
Indy can just jump up onto the ledge.



From there he has another ledge to climb.

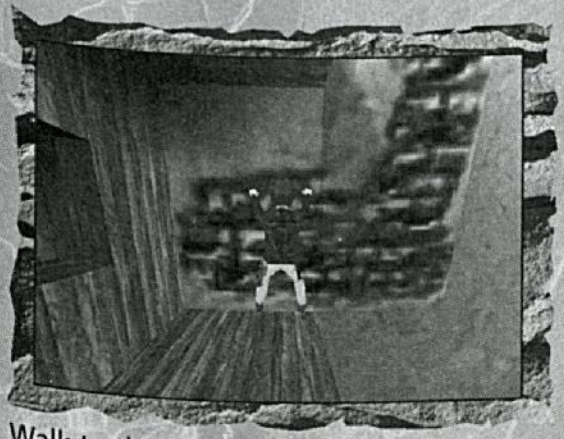
Now walk forward to the far edge, turn around, and climb down.

SHAMBALA SANCTUARY

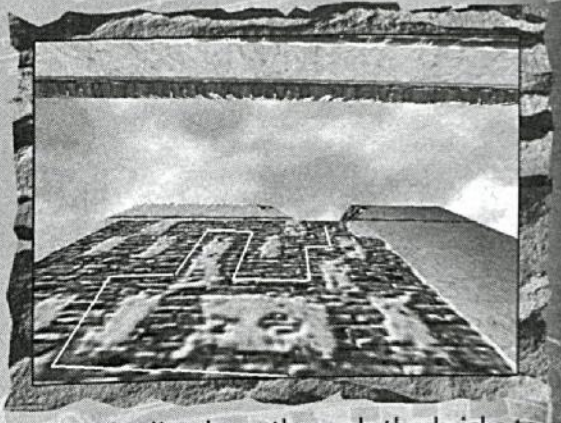


Hit the Jump key twice in succession: Indy should let go of the higher ledge and grab this lower one so he can climb it. If not, he can jump easily to this ledge from the ground below.

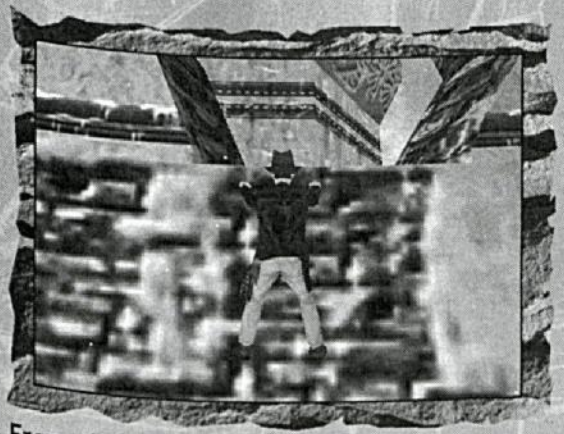
Indy finds his first treasure in the sanctuary.



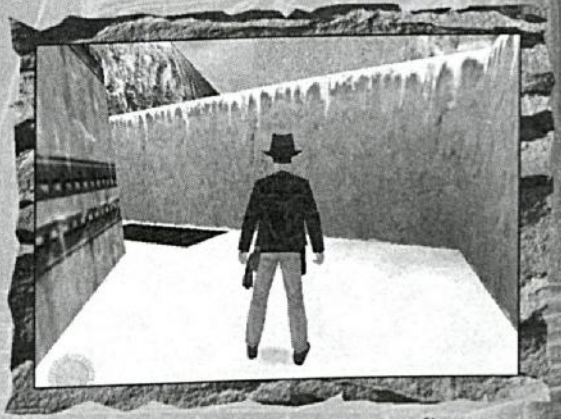
Walk to the wall on the right and climb the bricks as you would a ladder.



Follow the line here through the bricks to get Indy to the top.

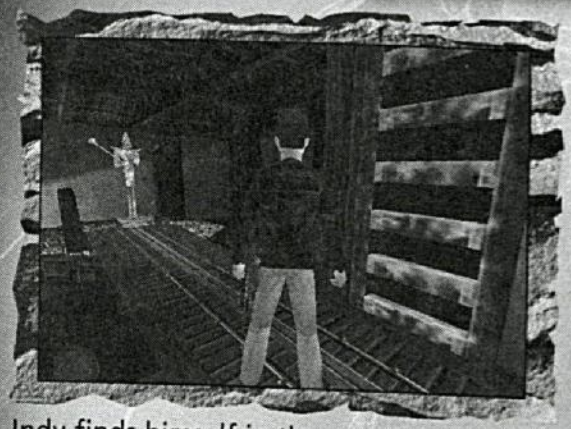


From there, climb over the edge and walk around the dome.

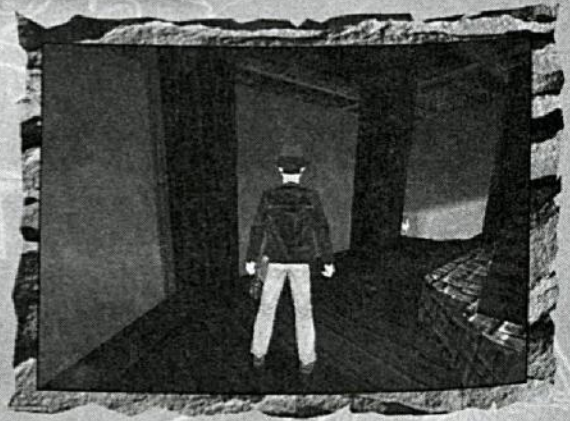


A ladder ahead descends to the floor below. Step on it.

SHAMBALA SANCTUARY



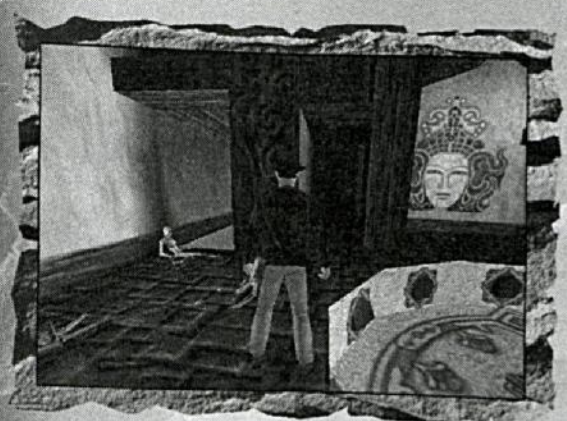
Indy finds himself in the sanctuary clock tower, where he finds a strange mechanical man mounted on rails.



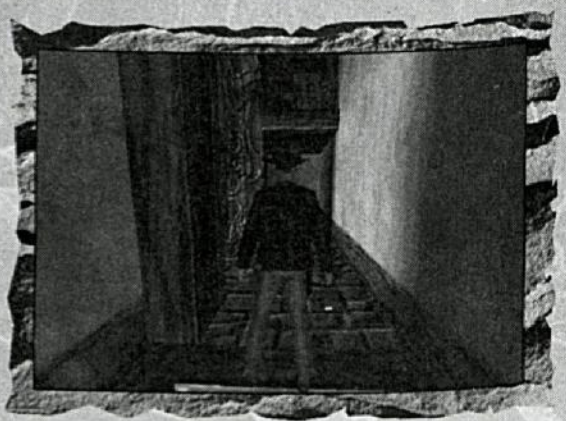
Indy must get to the base of the tower as quickly as possible. Move forward and jump off the far-left corner, near the lamp.

Run him forward off the edge he faces here.

The lever here won't work yet, but if Indy goes this way, he'll come to a ladder he can use to descend to the main floor.

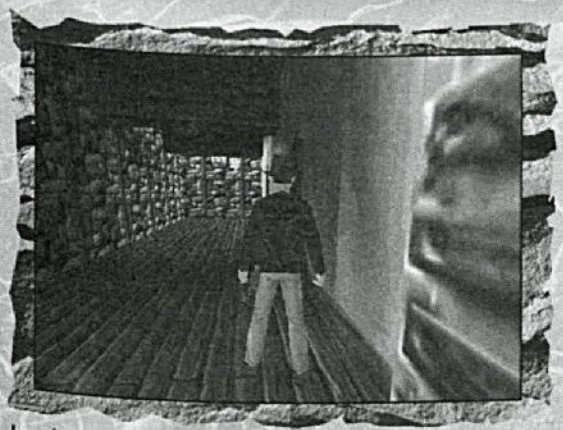


Walk past the skeletons to the ledge beyond.

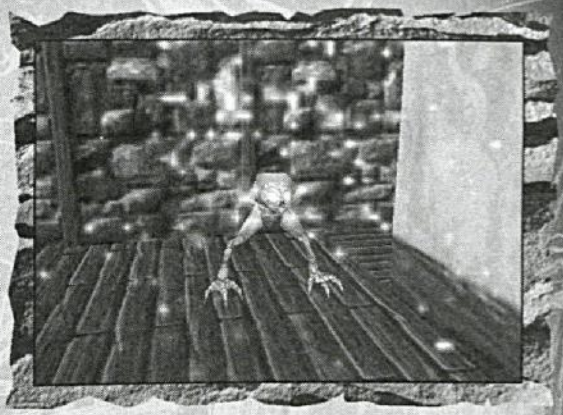


Turn around to spot another ladder to climb down.

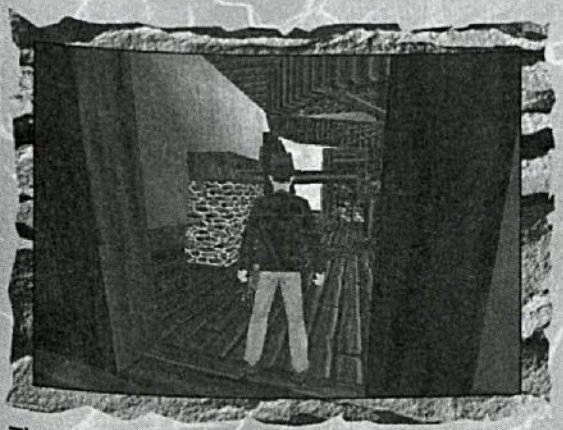
SHAMBALA SANCTUARY



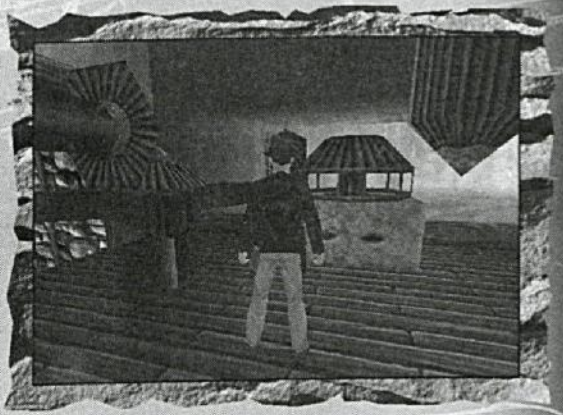
In this hall, a strange, thick "icicle" hangs from the ceiling.



It's really a nasty little two-legged ice creature.



The mechanisms in the gear room beyond turn the clock hands.

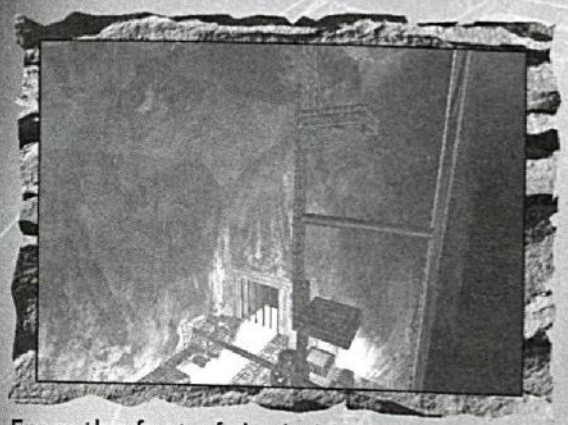


Pull this gear housing...

...so it meshes with this other gear.

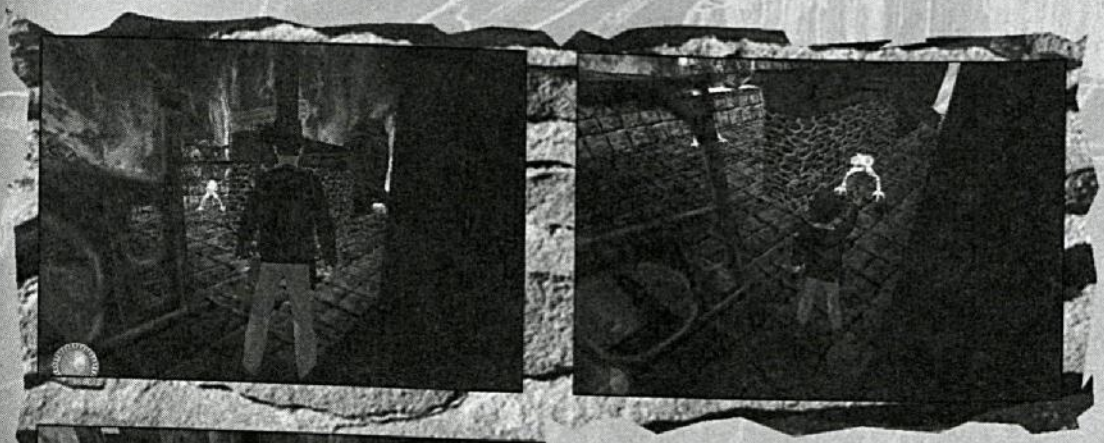
In the room beyond the gear room, Indy descends another ladder.

SHAMBALA SANCTUARY

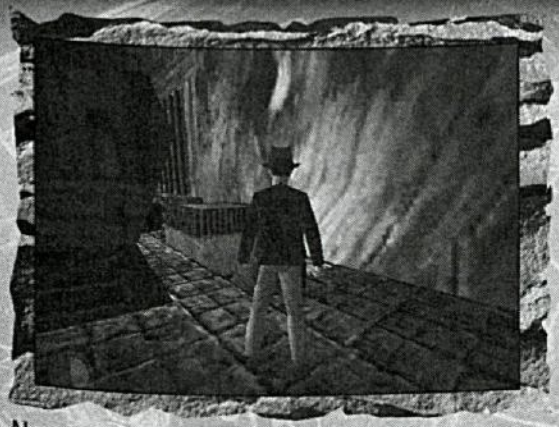


From the foot of the ladder, walk to the edge of the platform for a view of the clock tower engine room. The water wheel runs all the sanctuary machinery, but something has halted it.

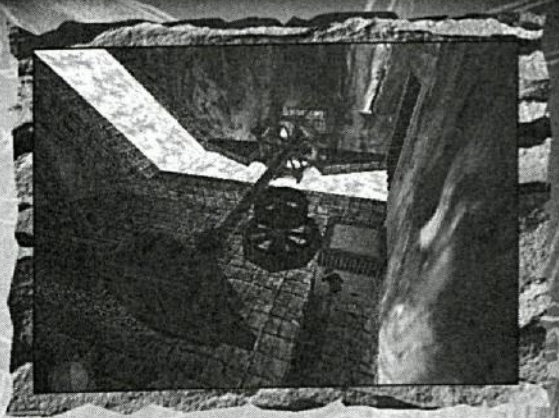
Save here. Indy must jump off this side of the platform to hit the inclines that break his fall. Be ready to shoot ice creatures at the bottom.



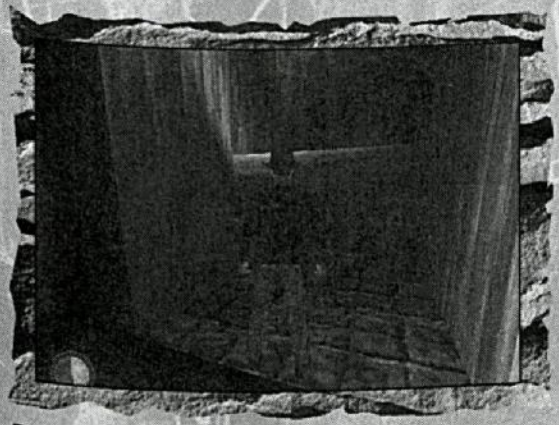
The ice creature shoots ice darts as it waits for Indy. It takes two or three shots to kill these guys, so get your shots in fast. Two more creatures wake up from their icicle state in the nearby areas, but that doesn't mean they won't sneak up from behind: shoot fast and keep your eyes open.



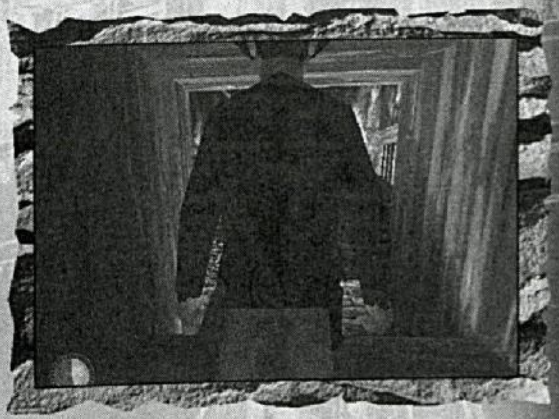
Now walk to the end of the room near this movable block.



Push the block forward toward the water.

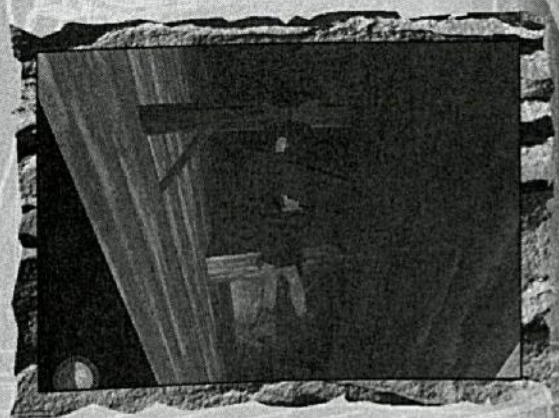


Dr. Jones must get back to the top of the room using a series of jumps: many are quite difficult, so save often as you go. The first jump is easy—just a quick climb onto this platform. (There are two tiers of platforms; Indy starts on the left.)



Walk to the back of this first platform and turn around to spot the next one—an easy jump forward and climb up.

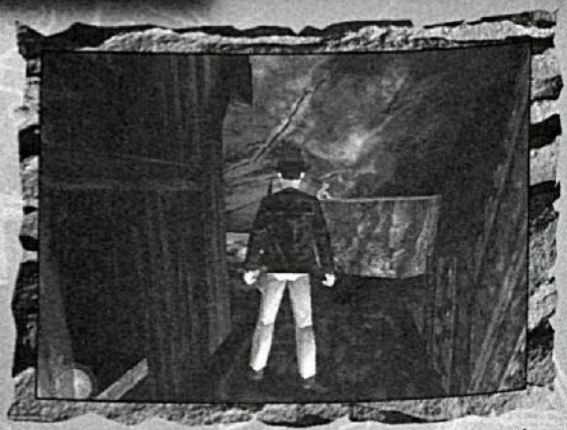
To reach the next platform, face Indy toward the wall; then stand on the front, left edge of the second platform and use Indy's whi



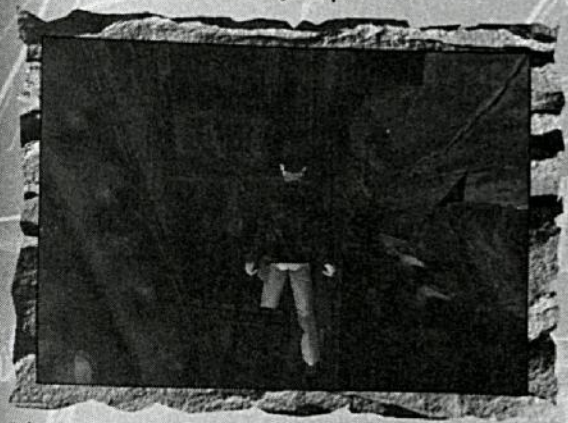
He climbs up and swings forward.

SHAMBALLA SANCTUARY

Indy must jump onto the lower of the two moving platforms. Save here. Then stand near the front edge, wait until just before the platform swings in front of Indy, and do a simple forward jump.



Save again. This is very much a judgment call: Indy spots medicinal plants on the platform ahead. How many health packs and plants do you have so far? If you think it's worth trying for, move to the platform's forward edge, wait until it's nearest the platform with the medicinal plants, and then jump forward. If you fail, you can always make another try (if you've saved). To return to the moving platform, again, save, and then stand near the edge and jump forward when the moving platform is closest.

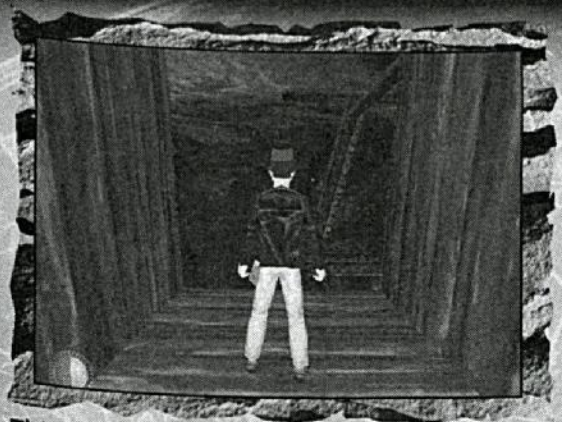


The jump to the next platform (right-hand tier) is a relatively simple forward jump, just a matter of timing. But save first.

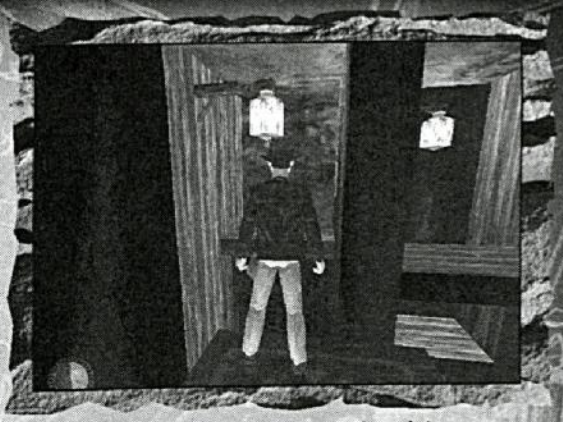
Now it's a simple climb to the next platform.

After Indy climbs up, walk him to the back wall and turn him around. Again, jump

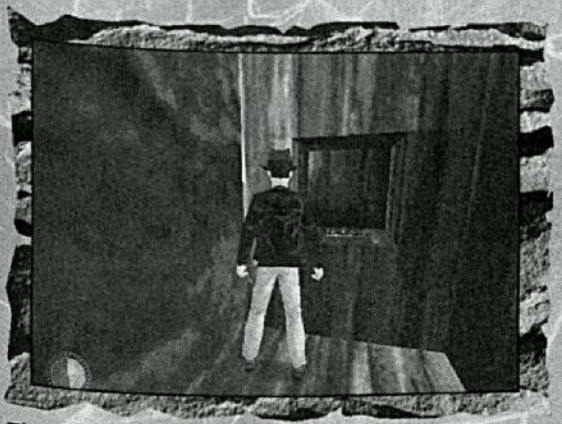
SHAMBALLA SANCTUARY



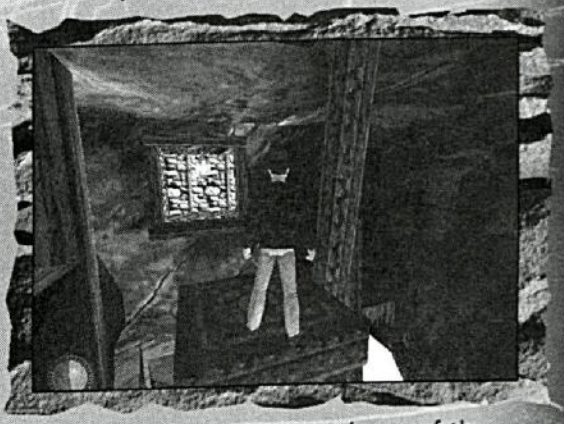
This jump to the moving platform is another relatively easy one (but you may want to save first anyway): just walk to the edge and wait until the platform starts moving in front of Indy.



Another judgment call, this one involving a treasure located off the top platform on the left tier. Save first. To get there (if you choose to), stand at about the middle of the moving platform, but well to the left; begin a running jump about when the platform begins moving back left.

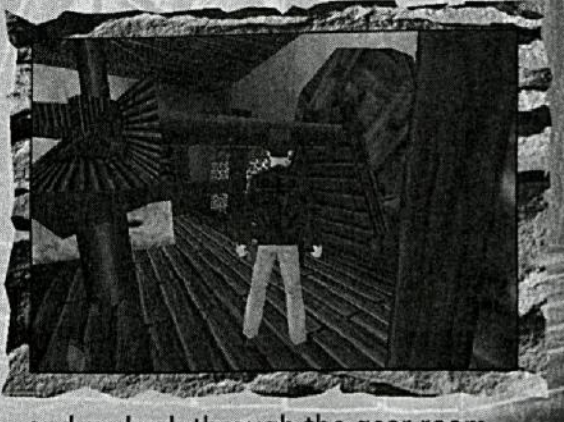


The treasure lies in this little alcove. Once you get it, save your game. Then stand a few steps back from the edge and begin your running jump when the platform begins moving back toward you.



Now for the final jump—and one of the room's most difficult. *Save your game.* Now position Indy at least halfway back, and start your running jump *after* the platform starts moving forward toward the door.

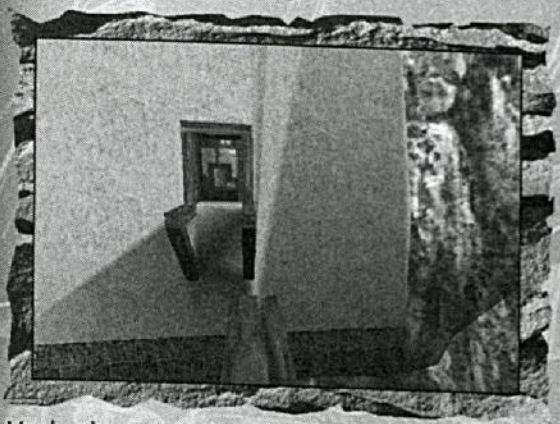
Take a breath. Things get simpler for a while. Climb the ladder...



...and go back through the gear room.

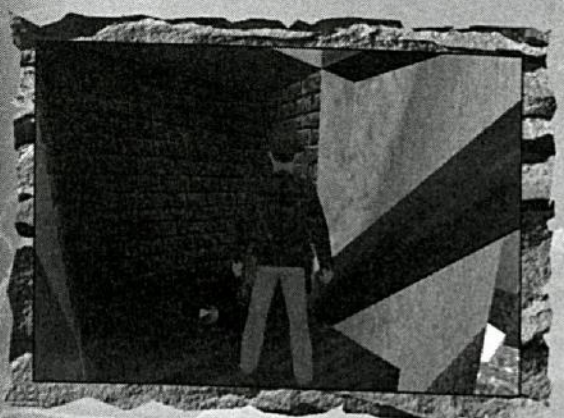
Continue climbing until you reach the base of the clock tower.

Indy opens this door.



He looks across to a similar door in the other tower. Walk Indy out to the edge of the platform he stands on, turn him around, and climb down.

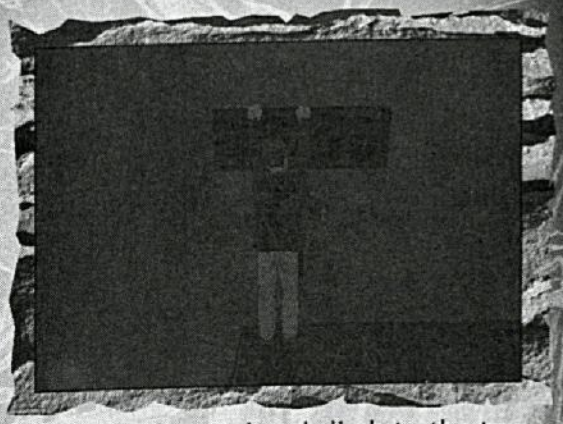
It's safe now to drop to the platform below.



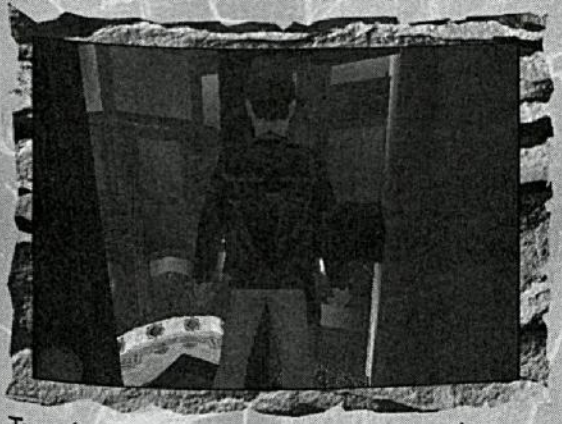
After he grabs the treasure, Indy can jump to the ledge above, climb up, and get back inside.

Now walk clockwise around the room to this painting on the wall; the lock is visible beyond.

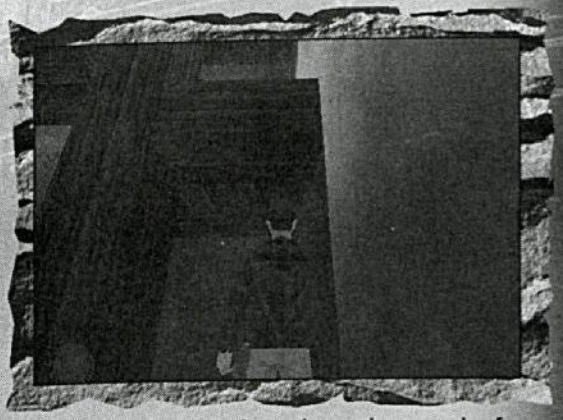
From there, use the whip to climb to the next level.



Now jump forward and climb to the top of the lamp.

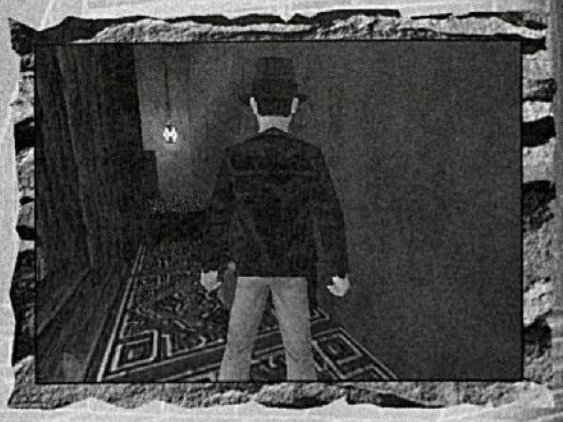


Turn back around (facing the direction you just jumped from) and jump forward to the next higher level.

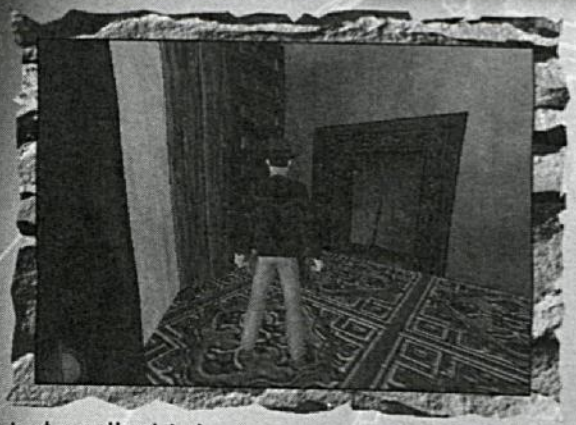


Walk Indy forward to the other end of this platform and use his whip to climb to the next level.

Press this button to extend walkways to platforms on either side.

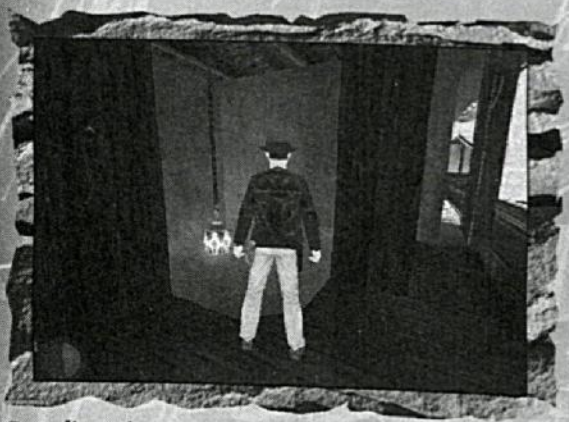


Turn Indy around and walk him across.



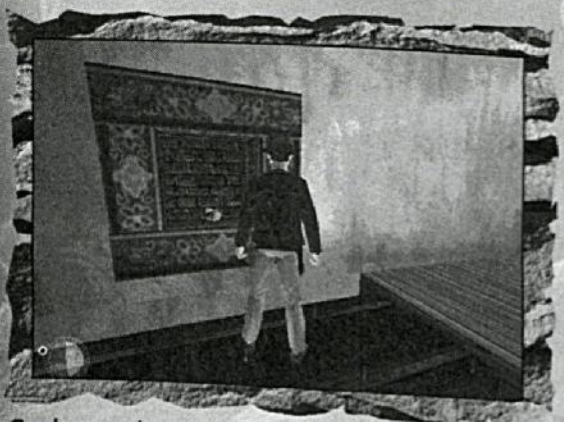
Indy pulls this lever...

...to open the gate to the other tower, just above where he stands. Indy can climb there using the ladder next to the lever.



But first, he must accomplish one small task. Jump down into this corner.

Cross the walkway.



Grab another treasure.

From the walkway, with his back to the wall, Indy can jump forward to grab the ledge and climb up. Now he can move out the door and over to the other tower.

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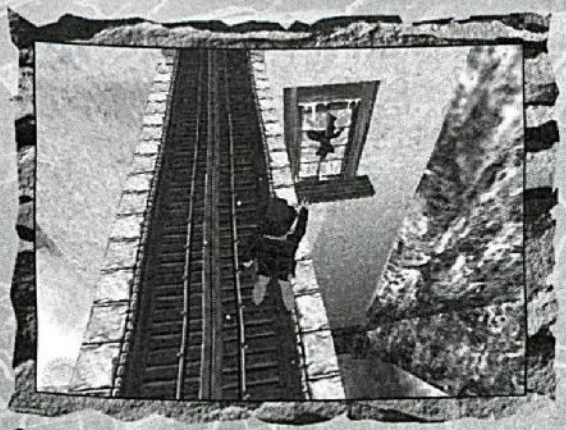
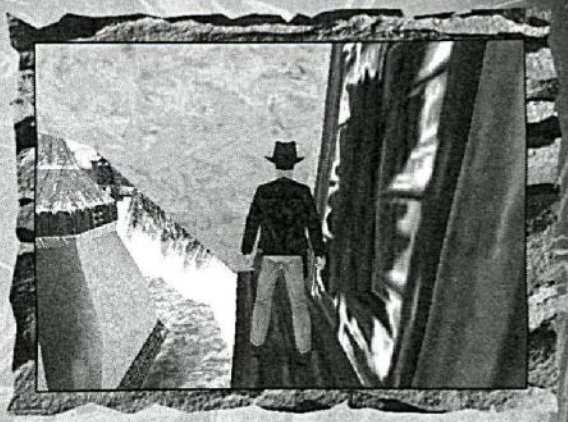
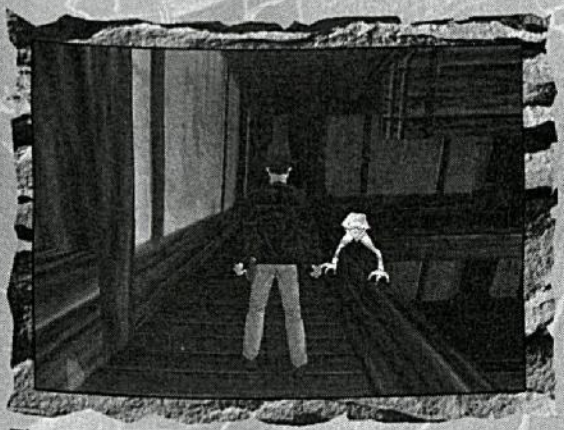


Outside, Indy must get to the lower level of the bell tower. First, shoot out this window. Then walk forward until Indy is next to the window; then jump down to the sill.

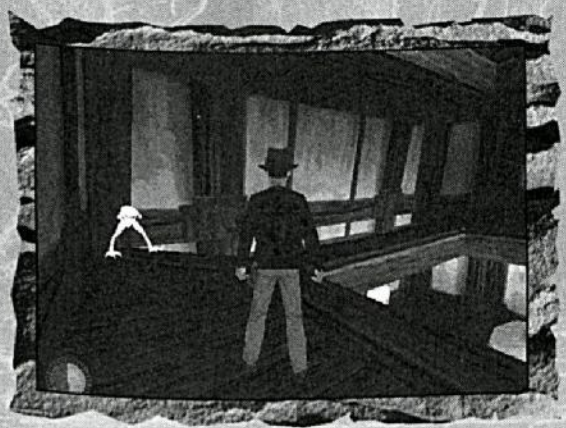


From there, Indy can enter the tower—but draw his gun first. Ice creatures wait inside.



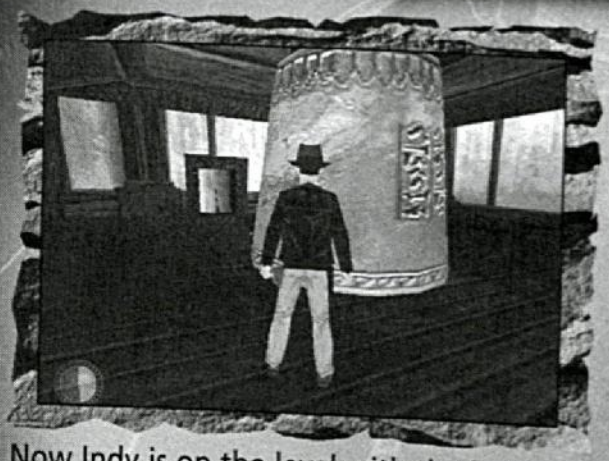
The first creature lurks just inside the window.

Walk to the right-hand hole in the floor (not the middle one with the rope) and jump down (again, with his gun drawn).

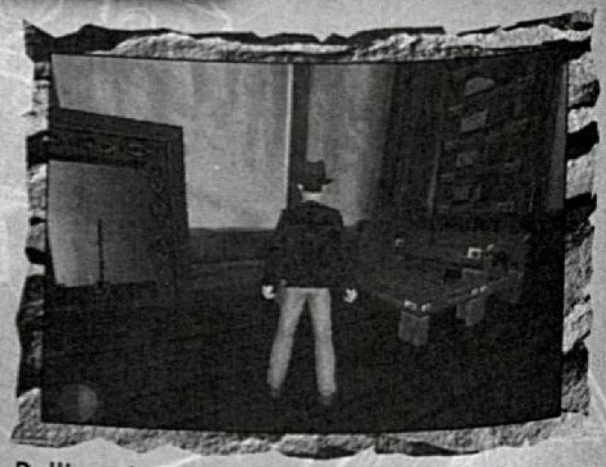


You'll find another ice creature to kill...

...and another hole to jump down.

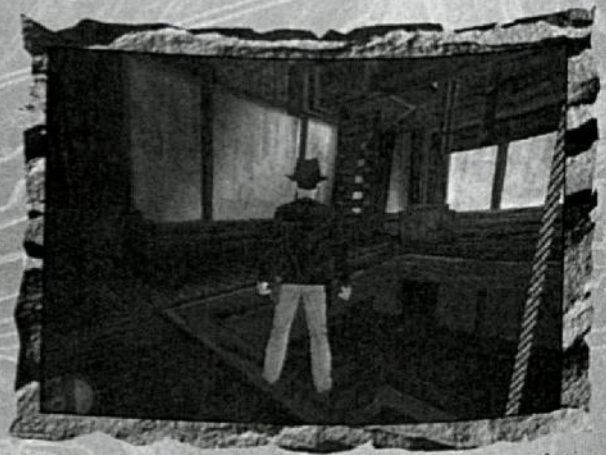


Now Indy is on the level with the bell. Walk him over to the lever behind it.



Pulling the lever lowers ladders that connect the levels.

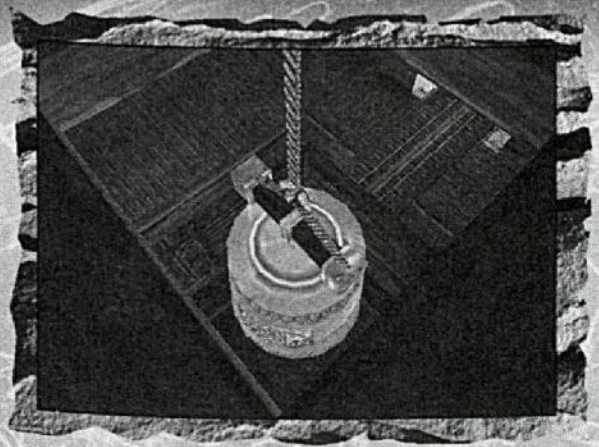
On the next level, Indy must cross to the other side to reach the ladder.



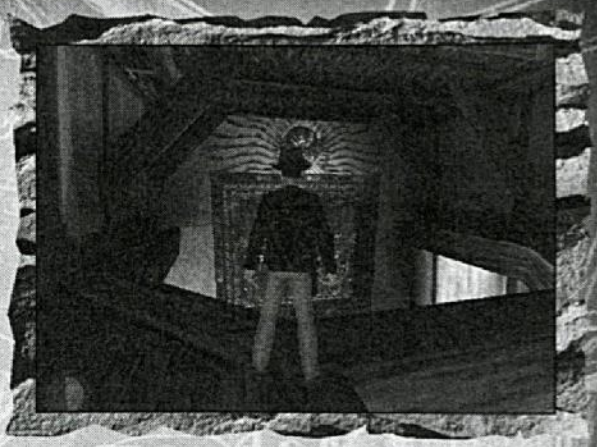
Another ladder, easily spotted and easily climbed.

Indy reaches the level of the clock tower walkway, but he has one more ladder to climb.

This level holds another lever to pull.

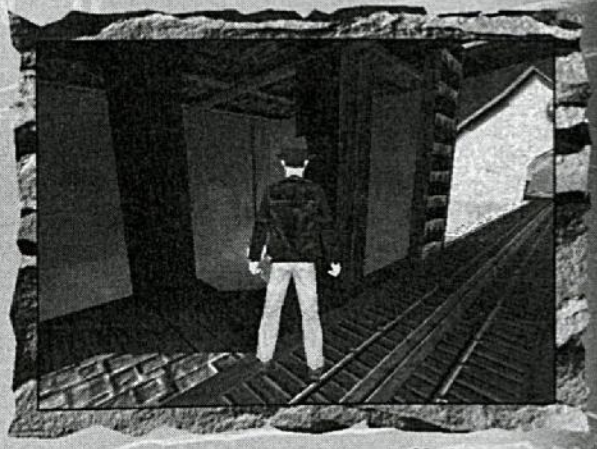


This raises the bell to its proper height. Now Indy must figure out how to "Ring for the Master." But first, he has another treasure to pick up. Take him back to the lowest level, where the bell rested originally.



The treasure lies where the bell used to be. Indy picks up the treasure and returns up the ladder to the bell tower level with the clock tower walkway.

Indy must cross back to the clock tower to take the first step in activating the mechanical man.



Inside the clock tower, leap off the corner to the left of the door you just came through.

Turn right and leap down from there.

Pull this lever.

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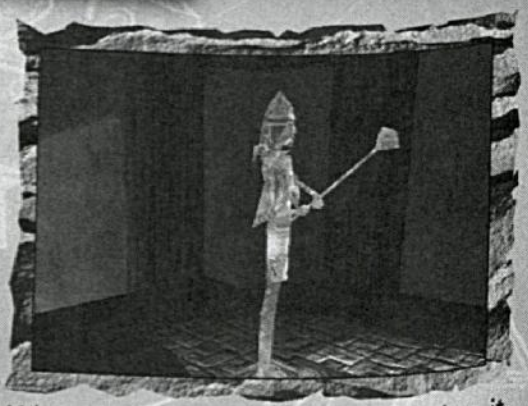
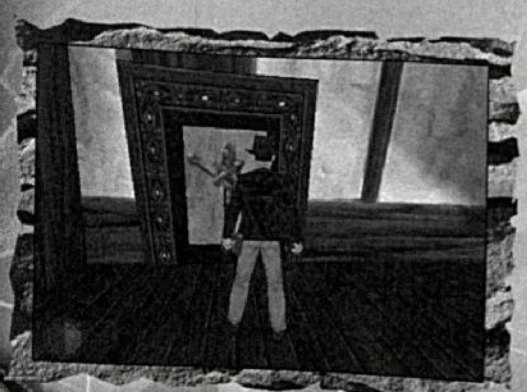
This pushes the marker out ahead of the hour hand.



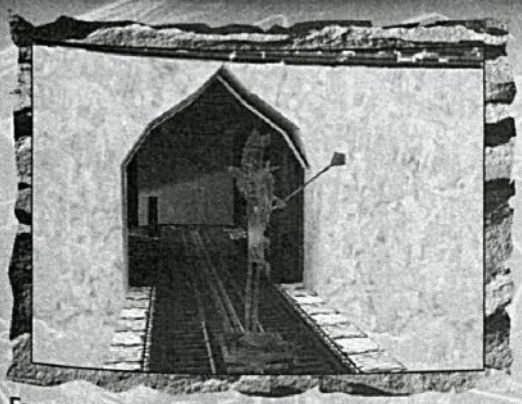
When the hour hand passes the marker, it activates the mechanical man. But before the mechanical man will cross over and ring the bell, Indy must do one more thing in the bell tower. Pull the lever three more times to give Indy enough time to return to the bell tower. (You can save here, but it's a fairly easy series of moves.

Stand Indy here and use his whip to climb to the next level.

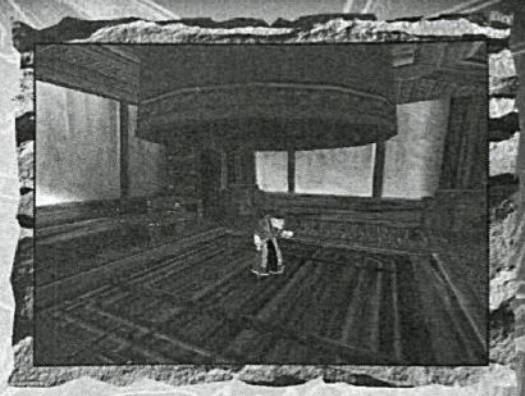
Now send him out on the walkway here and climb to the next higher level, as before. Then run quickly across the walkway to the other side.



The lever just to the left of the door here releases the "brake" on the mechanical man. Indy may have to pull it three or four times to get it to work; it depends on how fast he got across and how fast the clock is running. If it really doesn't seem to work, he can always go back across to pull the setting lever on the clock a few more times.



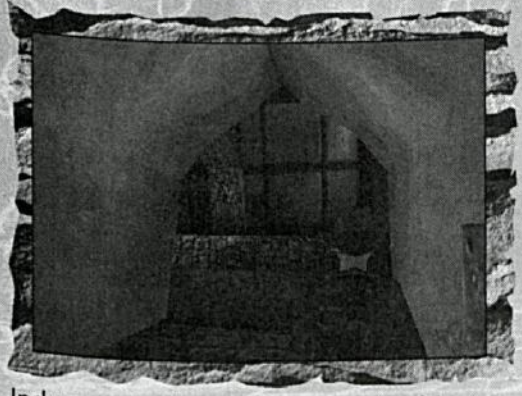
Eventually the automaton wheels across and rings the bell.



This summons an old woman who seems to be the sanctuary's keeper. She hints that she can get Indy the Machine Part he wants, but she's too old and weak. He first must bring her a golden treasure. She gives him the key to the nave.

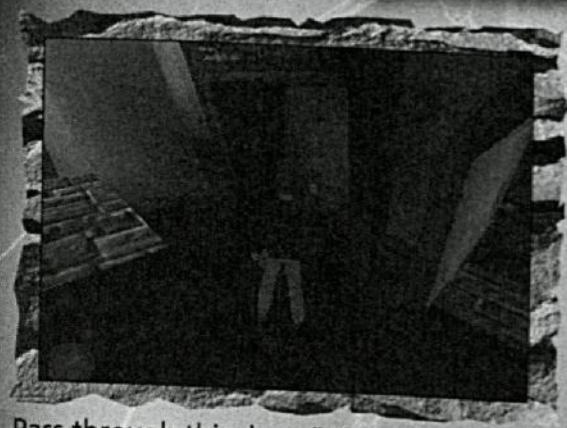
At this point, Indy should be able to find his way back to the base of the clock tower and this location fairly easily.

The chapel lies just to the right of the wall painting, down this little corridor.

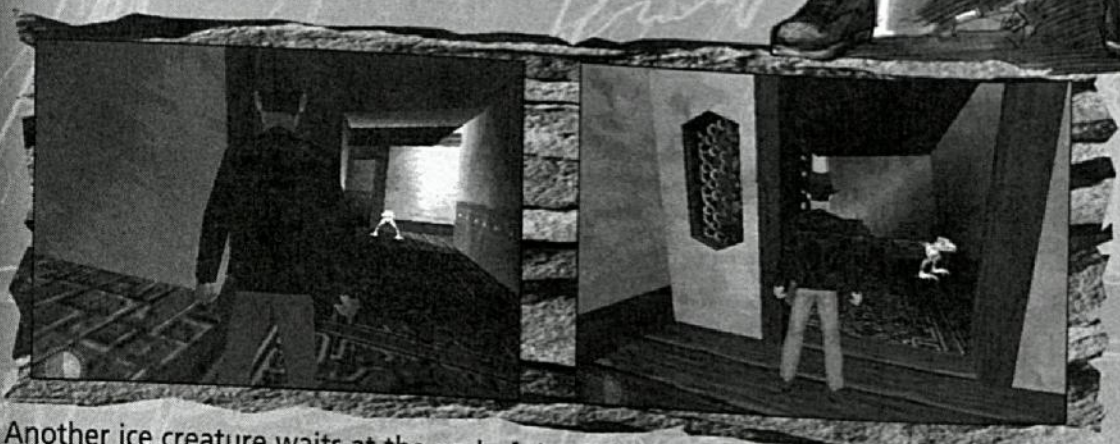


Indy uses the key the keeper gave him to open the door. Draw Indy's gun before entering.

Inside, you must kill off another nasty little ice creature.



Pass through this door (left of the door Indy entered through). Keep Indy's gun drawn.



Another ice creature waits at the end of the first hall. A buddy lurks in the next room on the right; it may stay there, or it may come out to meet you. Either way, you must get rid of both creatures as quickly as you can.

In the next room, Indy must turn away from the beds and enter the little alcove on the left.

Climb onto the little platform, and then climb the ladder.

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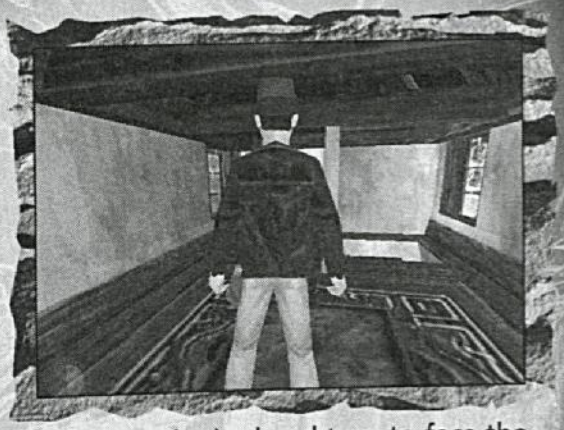
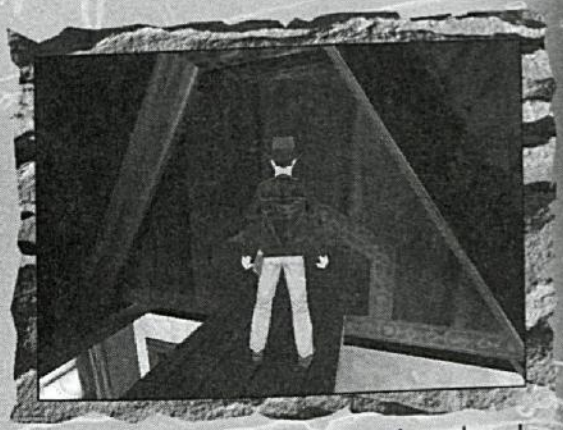
At the top, Indy finds a bed.



Climb onto the bed and turn to face the foot of the bed. Then jump forward, catch the ledge, and climb into the rafters.

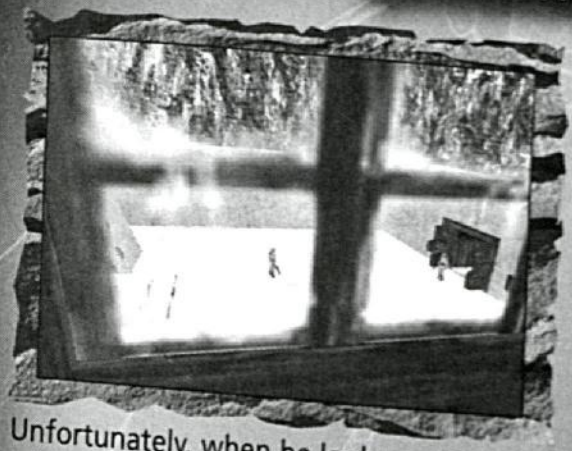
Walk forward along this beam.



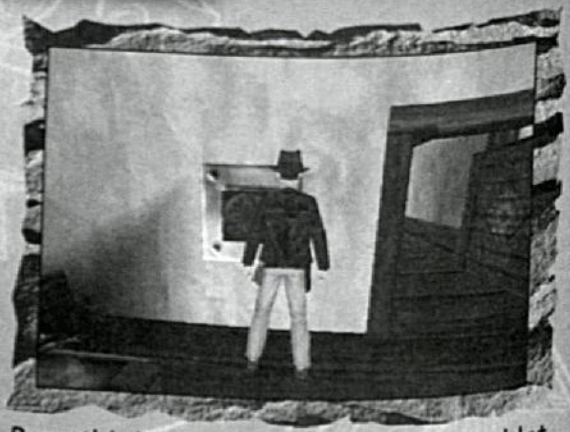
Crawl through the small opening ahead.

Indy picks up the gold bar, then jumps into the hole in front of him.

In the alcove in the wall ahead, Indy discovers the Great Monastic Seal.

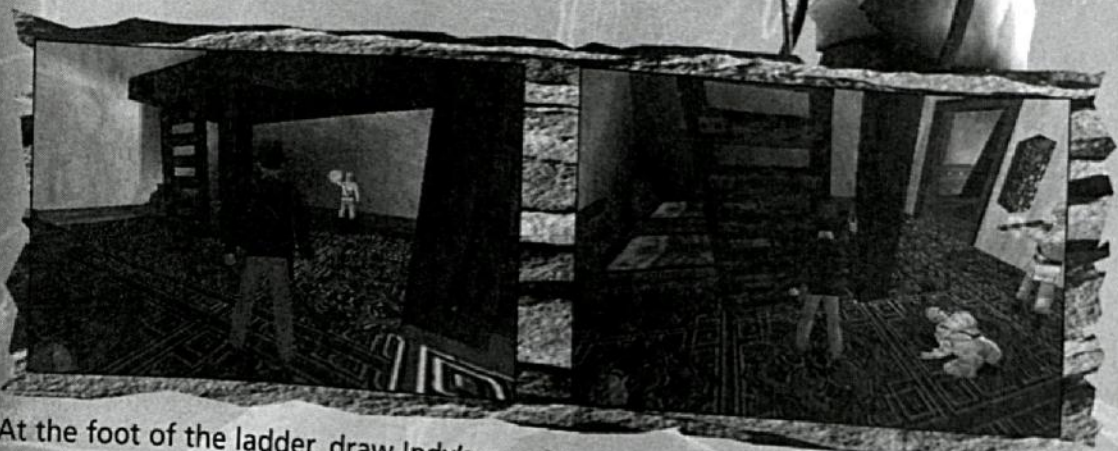


Unfortunately, when he looks out the window, he also discovers more Russians. From now on, they'll confront him throughout the monastery.



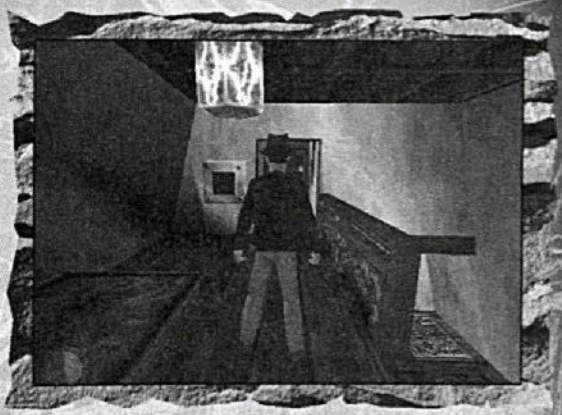
Press this button to open the door and let Indy out of this room.

Go back down the ladder.

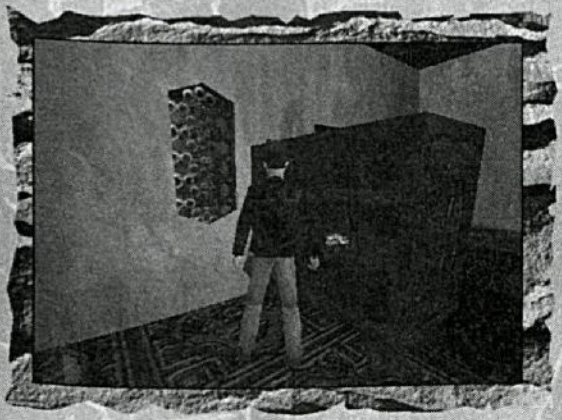


At the foot of the ladder, draw Indy's gun: You'll encounter up to three guards here (probably one at a time). Indy may encounter two of them in the room beyond, or in the large room with water and the statue, but in any case he must kill three guards in this general area. If he doesn't find them here, they'll be waiting a little farther on.

Now send Indy up this ladder near the beds.



Press the button on the far wall to lower a walkway to the room beyond.



Pick up another treasure from the bookcase there.

Return Indy down the ladder and out into the larger room, killing any remaining guards.

Move across to the other ladder and climb.

Indy must make a running jump to the beam beyond. As always with this type of running jump, you may want to save first.

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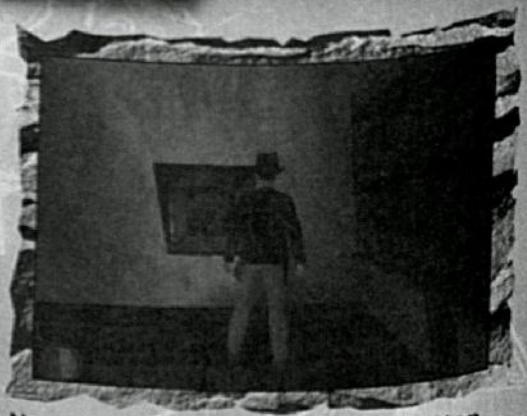
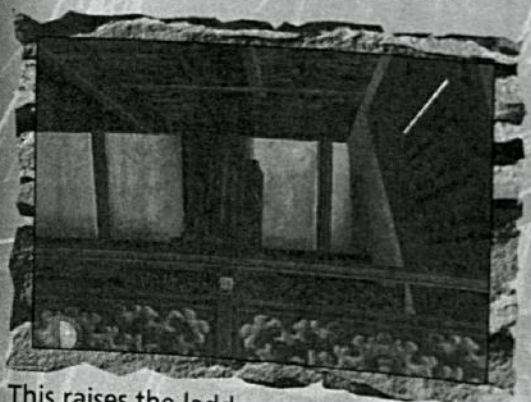
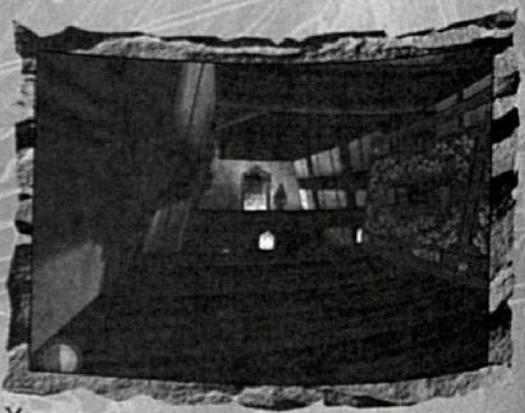
At the other end of the beam, you face another running jump to the other platform—the one with the wall button.



Now, of course, Indy presses the button.



This raises the ladder on the other side.



You must make another running jump back to the beam.

Cross to the other end of the beam so you can make another running jump to the original platform.

Climb the ladder Indy raised with the button.

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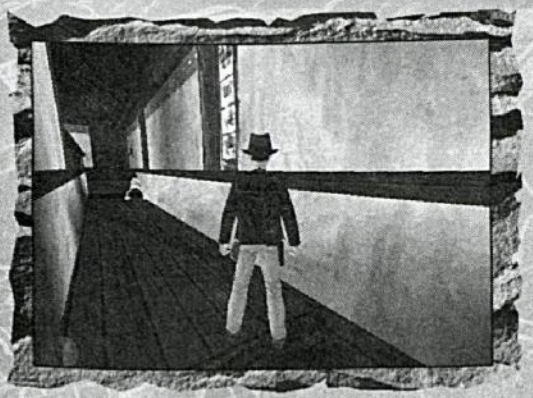
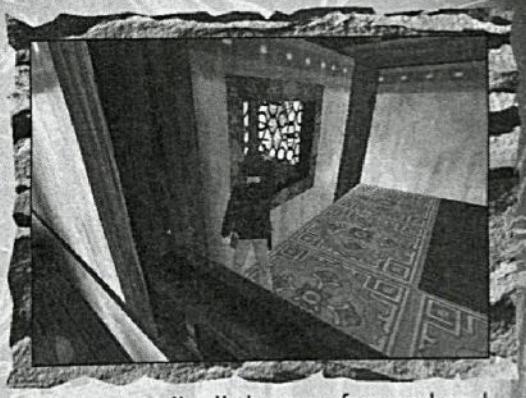
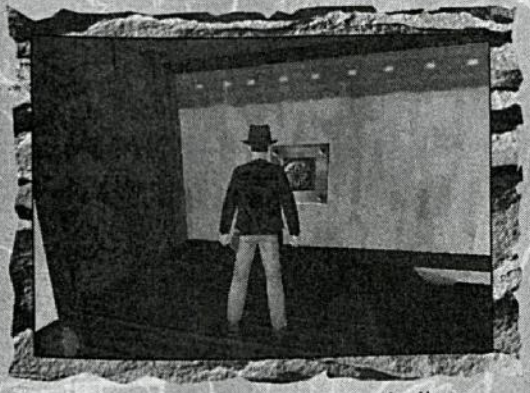


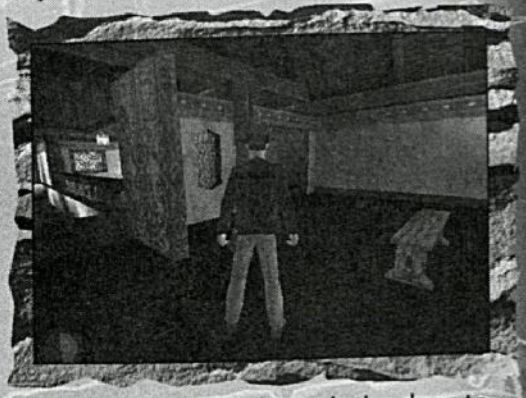
Shoot the ice creature at the top as soon as you get off the ladder.



Indy must walk all the way forward and make a U turn to walk back toward the ladder. Through the grilled partition here, shoot out the window in the room beyond (the door there is locked).

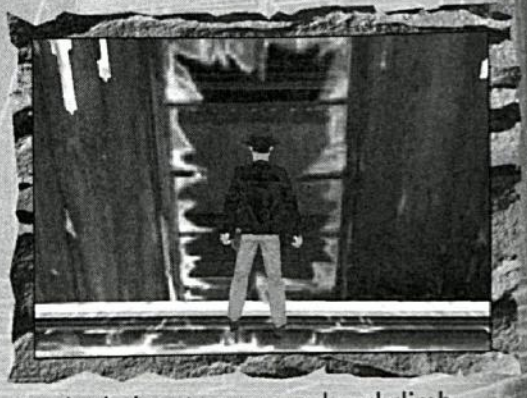


Return to the other end of the hall to press the button that opens the door beside it.



From this room, go through the door to the right of where Indy stands.

Shoot out this window and step through.



On the ledge, turn around and climb down so Indy hangs from the ledge.

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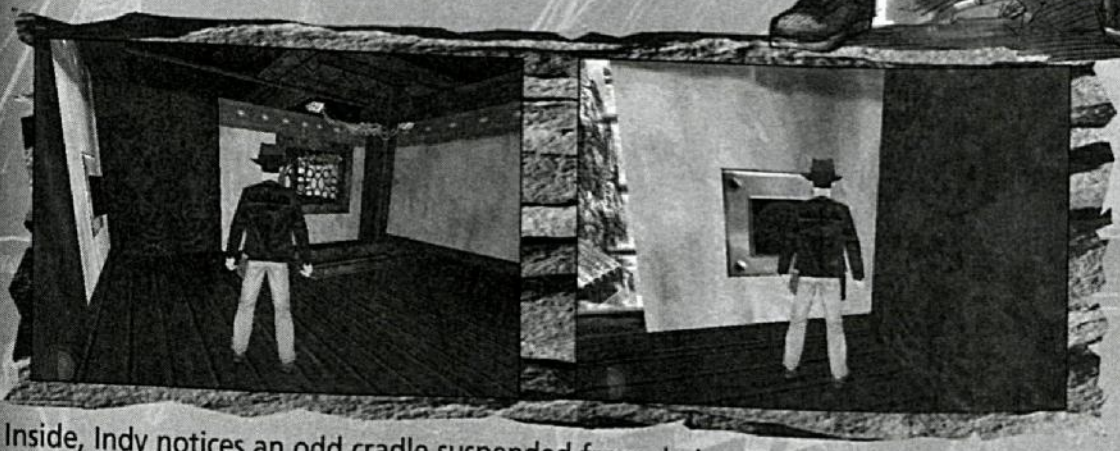
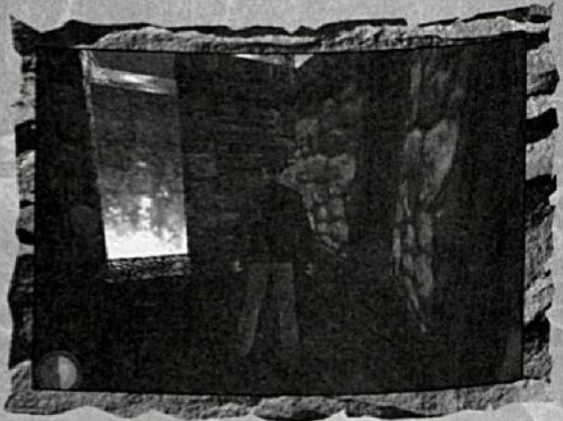
Scoot along the ledge to the right until Indy's under the next window. Climb up and go through.



Inside, Indy notices an odd cradle suspended from chains. Press the button to unlock the door.

Return downstairs to the main room.



Move forward along the left side of the room to this ladder. Climb up.

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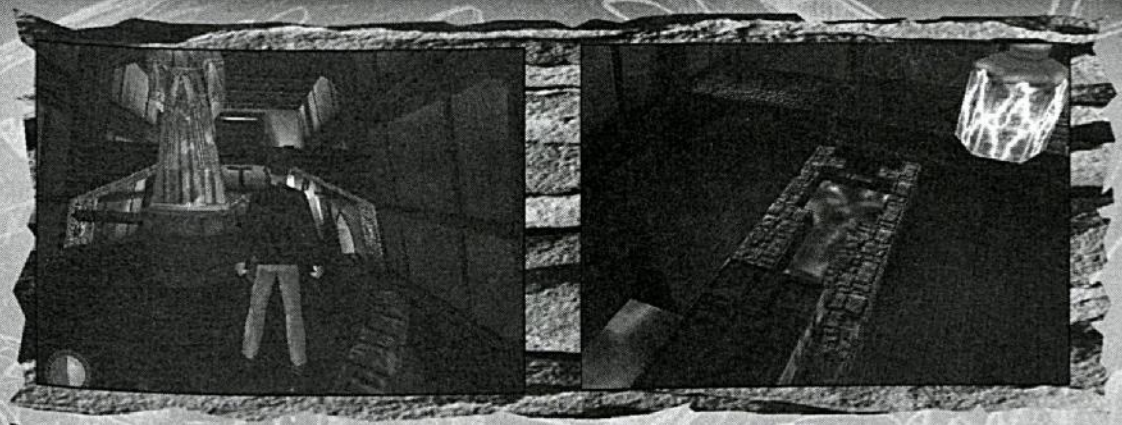
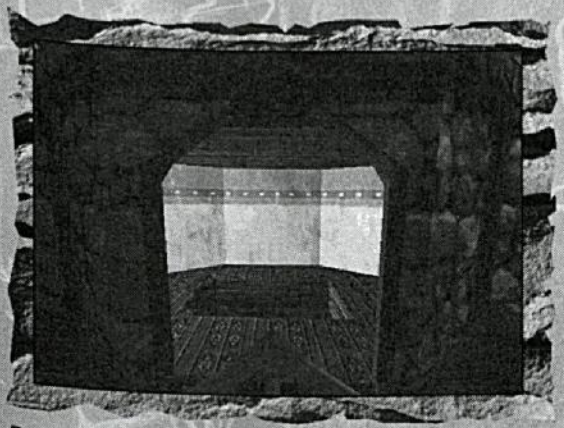
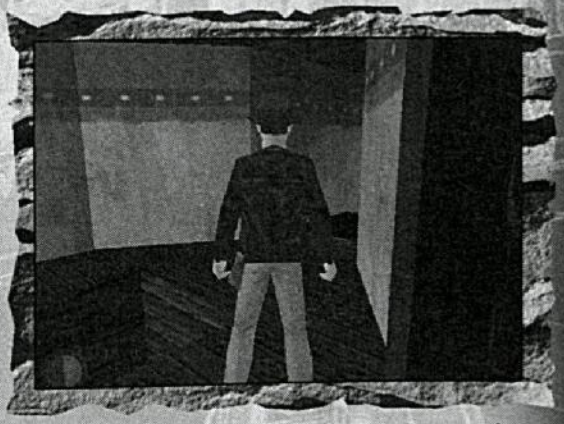


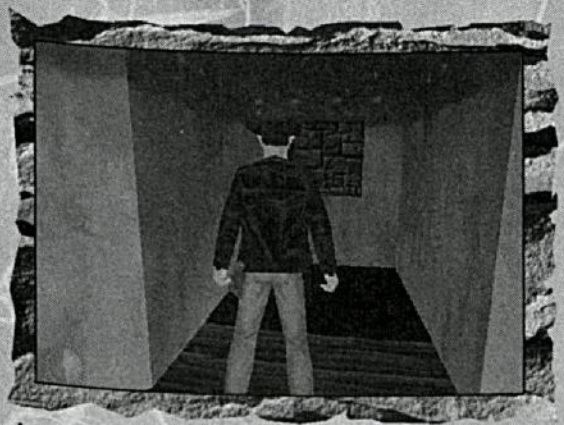
Pushing the statue halfway around fills the cistern with water.



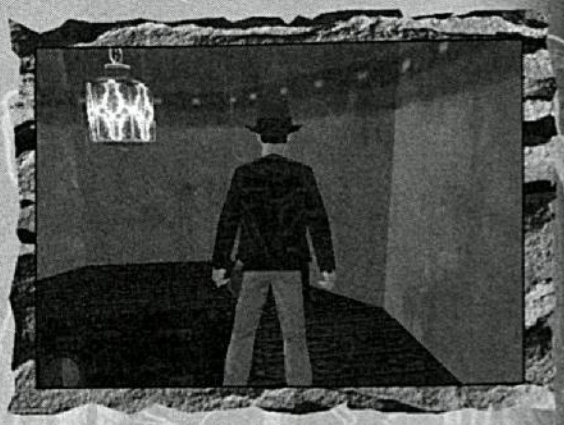
Push the statue again to lower the gate to the chamber below him.



Indy can enter now, but don't descend that ladder in the middle just yet.



A suspicious floor panel lies in front of the treasure to the right. As you use the control to make Indy pick up the treasure, keep your fingers over the control that makes him roll backward. You want to hit the roll control as soon as Indy starts to reach for the treasure. (You may want to save before you try this.)



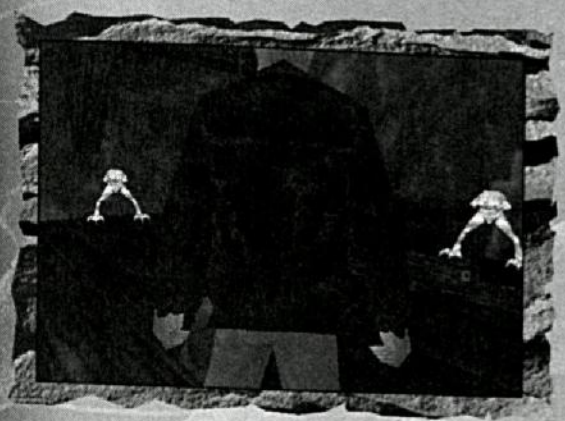
Climb down the ladder.

At the bottom, webs across the doorway warn of danger ahead. Draw Indy's gun.

A spider descends at the end of this hall.

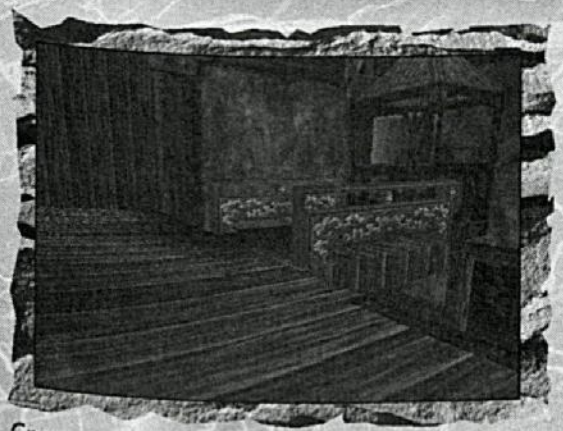
Indy must crawl across the special floor panels beyond until he reaches wood floor again.

Indy can stand up now, but draw his gun.

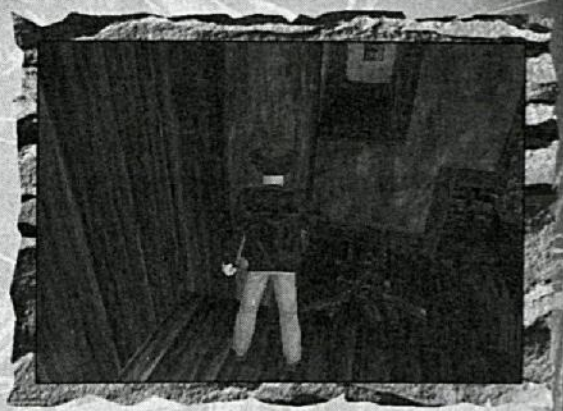


You must kill off two ice creatures in the room beyond.

Climb the ladder on the other side of the room.

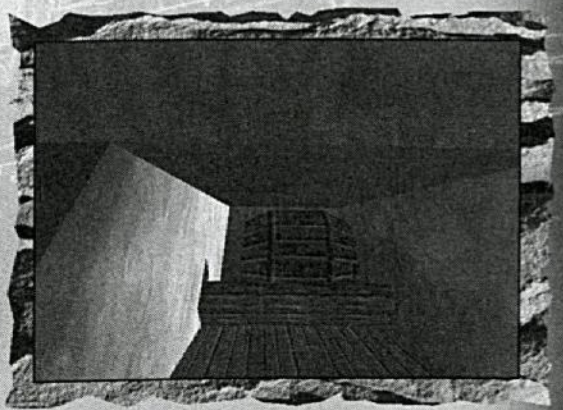


Cross past the elevator to the other side of the platform.



Use his whip to swing Indy to the other side.

Another booby-trapped treasure, but this time it isn't a floor panel.



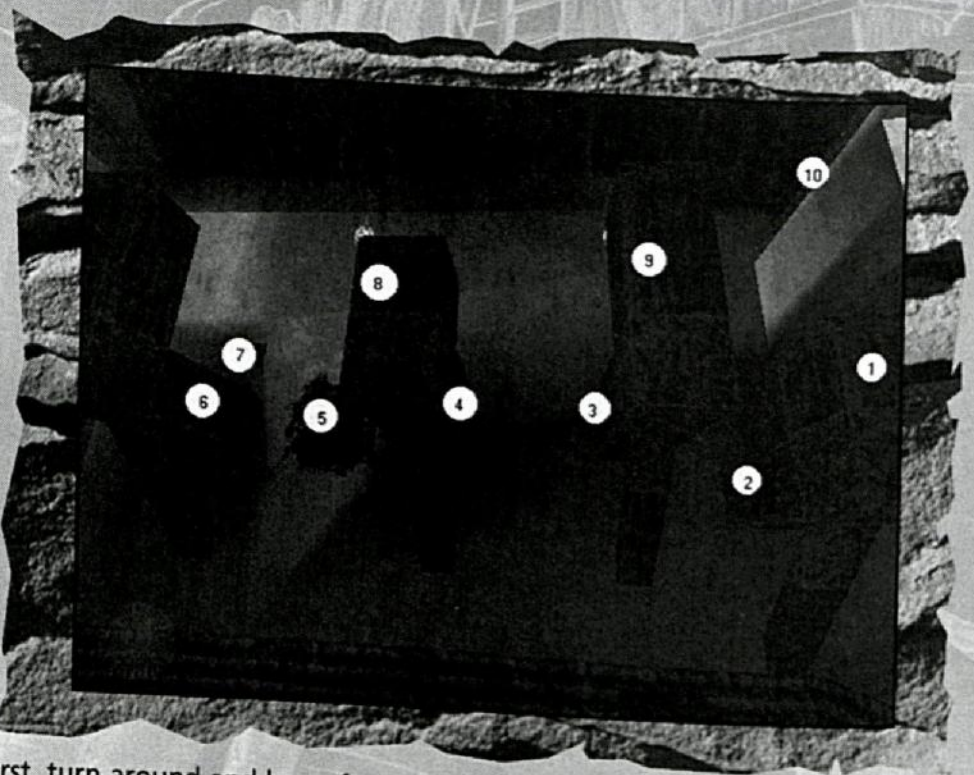
It's a barrel that will roll down and smash him. The technique is the same as before, though: save first, and then whip the idol.

Now use the whip to cross back to the elevator.

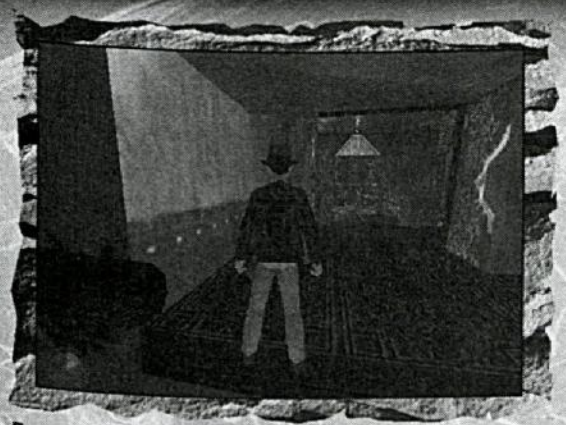
Take the elevator to the next floor.

Use the Great Monastic Seal to unlock these doors.

Indy must execute a complex series of jumps to negotiate this room. Save here, and then refer to the following maps and directions as you go, saving often. If you miss a jump, usually you'll land safely in the water and can swim with the current into a pool in the large treasure room with the statue. There, you can climb out and return to your last save point.

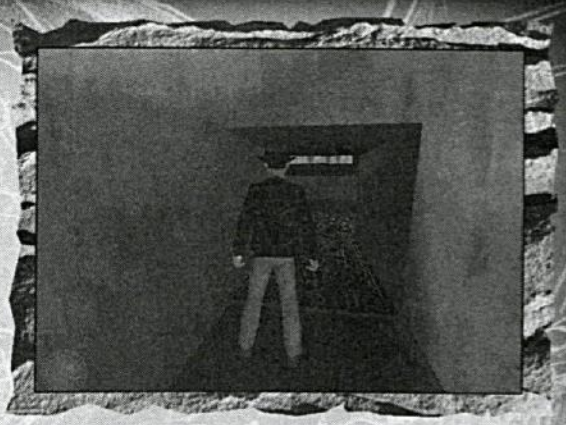


First, turn around and hang from the front of the ledge Indy stands on; then edge over and drop to Point 1.

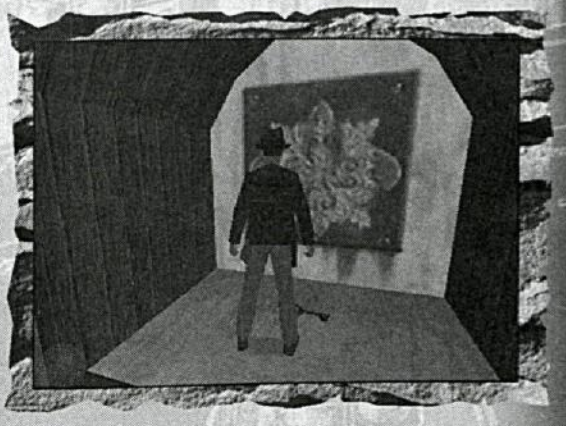


From there, it's an easy jump down to Point 2. It's a little jump to Point 3, and a little run-and-jump to 4. From there, prepare to do a run-and-jump to 6, because 5 will collapse under you. (You may want to save again before attempting this.)

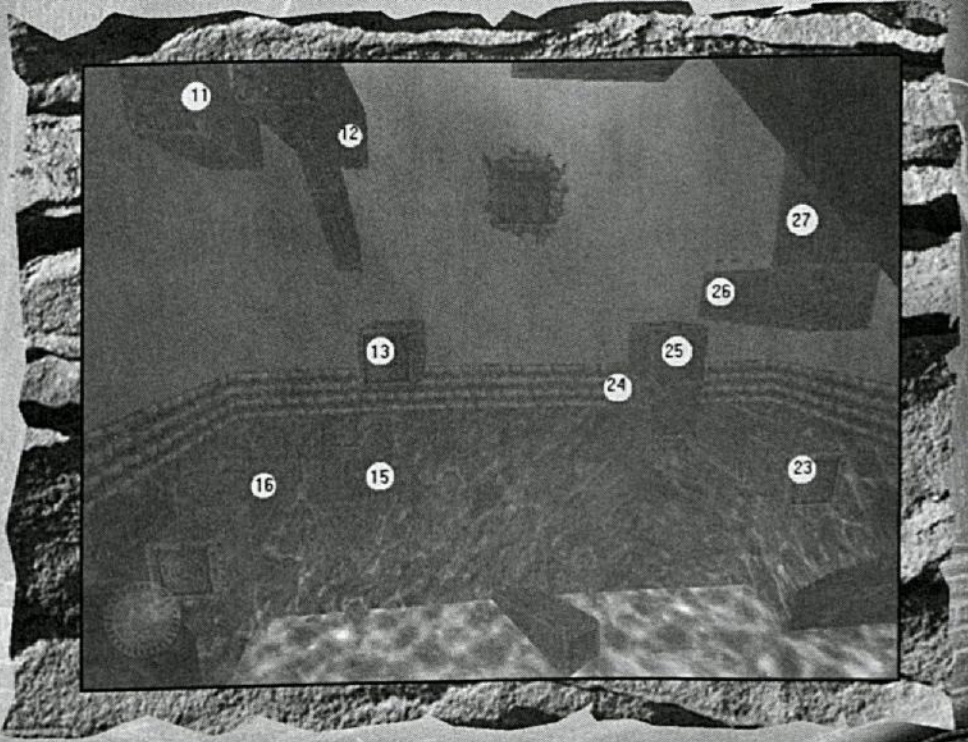
Jump onto the platform to get this key, and then return to Map Point 6. Save. From 6, you must take a good running jump to Map Point 4, and from 4 climb to Map Point 8. Make another running jump from 8 to 9, and from 9 to the ledge at 10. Sidle to the right along ledge 10.



Go through this door at 6.



From the ledge, drop to 13, and then make a standing jump to 12. Save again, because you must walk torward the wall and hang from the edge, and then drop to 13. Walk forward and hang off the front edge of 13; drop to 15. From there, jump across to 16. From the forward end of 16, whip-swing across the room.



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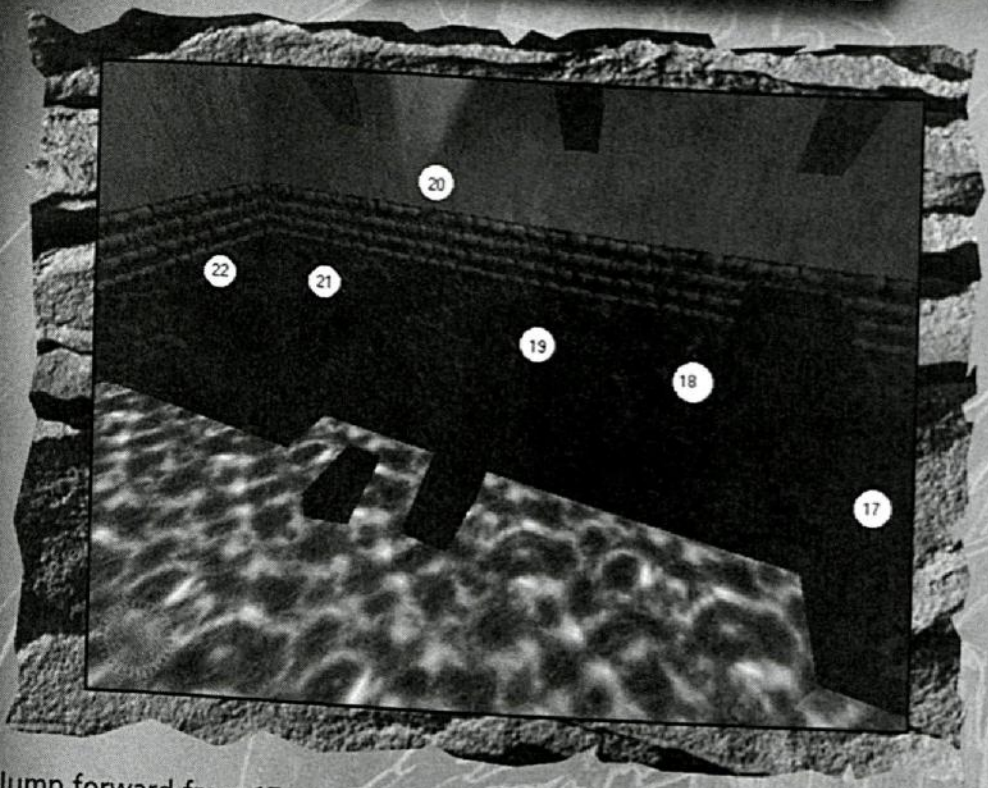
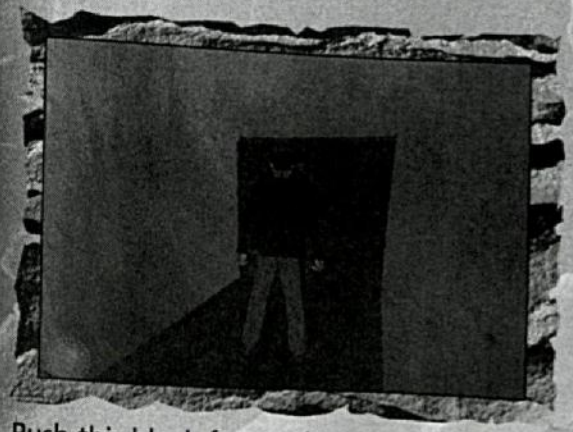


Jump forward from 17 up to the edge of 18, and from there make a running forward jump to 19. Next, use the post at 20 to swing to 21, and make the fairly simple jump to 22. At the edge of 22, perform a running leap to the edge of 23; move to the back of 23, and then make a forward leap to 24. From there, climb onto 25, and then jump to the edge of 26. Climb onto 26 and turn to face the wall.



Push this block forward.

Another treasure lies inside.

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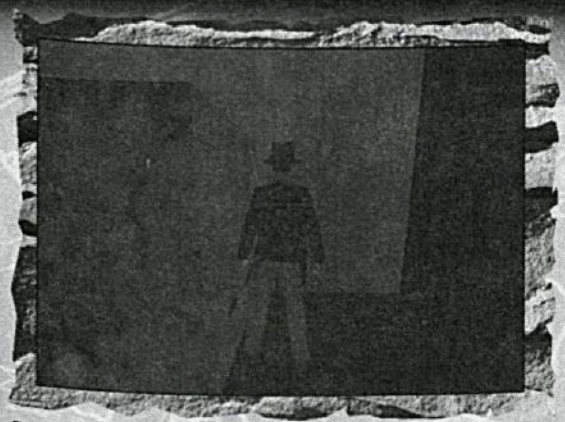
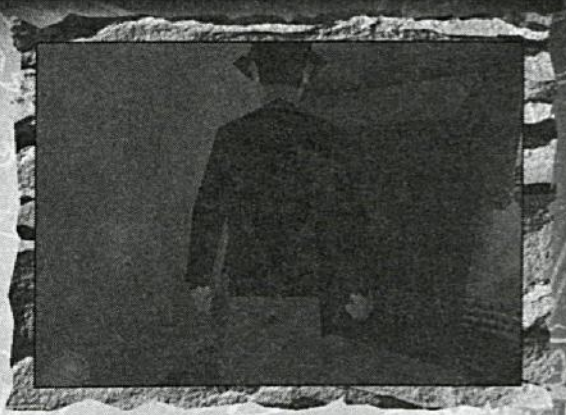
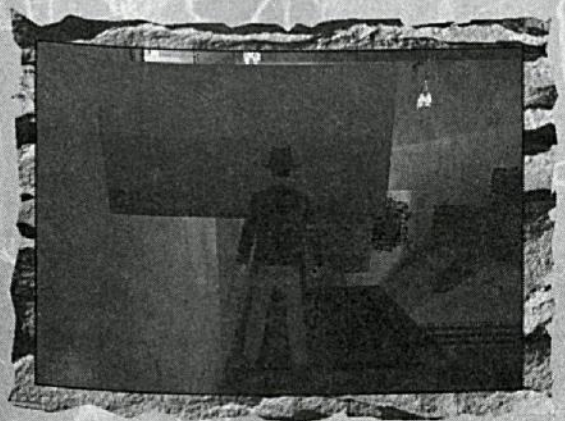


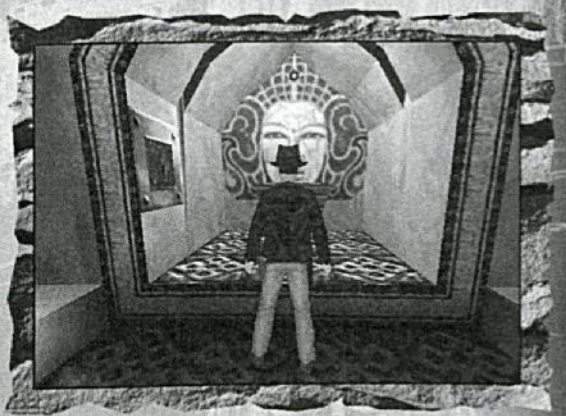
Pull the block back twice, and then climb on top of it. Turn around.



From here you can reach the top of Point 27.

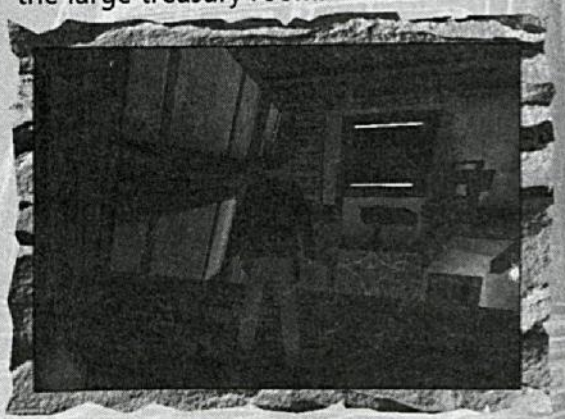


From 27, execute a forward leap, catch the edge of the balcony, and climb up from there.



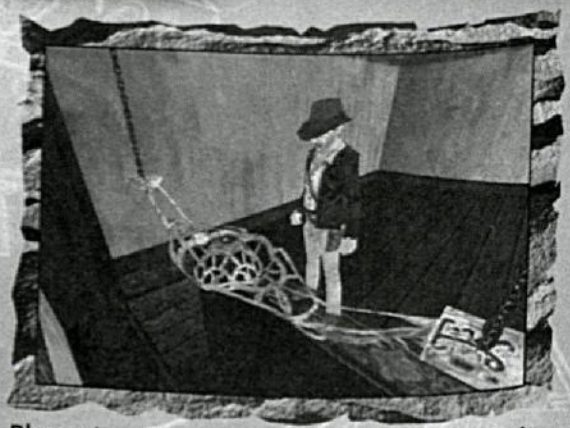
The small plant on the table ahead is the reason Indy's been doing all this jumping. When he steps forward, a gate slams down, but that's OK: you have the key to that lock on the left. Now pick up the plant and save your game. More guards arrive at the other end of the room. Climb to the edge of the balcony, jump into the water, and return to the large treasury room.

If Indy stands on the end of the platform with the large statue. He must jump straight up onto the overhead beam.



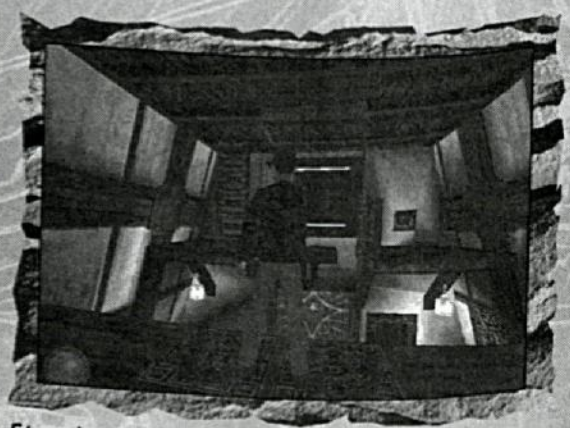
From the beam, take a running jump to the platform on the left (with the ladder).

Climb the ladder into the room with the golden cradle.



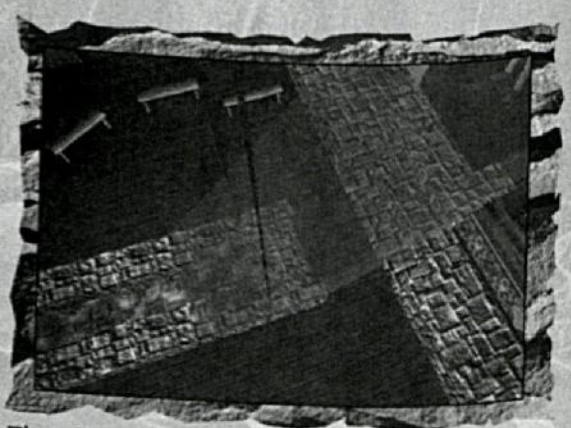
Place the plant in the cradle and watch it descend into the room below.

Climb down the ladder and perform another running leap from the platform back to the beam.



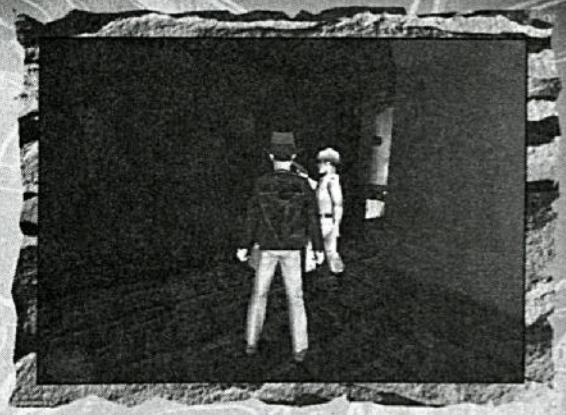
Stand on the center of the beam facing this way to execute a whip swing.

Indy lands on the platform, which descends.



The chamber floods with light, and so the plant bulb grows and buds.

Indy picks up the budding plant. He must return it to the caretaker in the bell tower, but he must get through the *clock* tower first, and it's crawling with Russians. You'd better draw his gun.

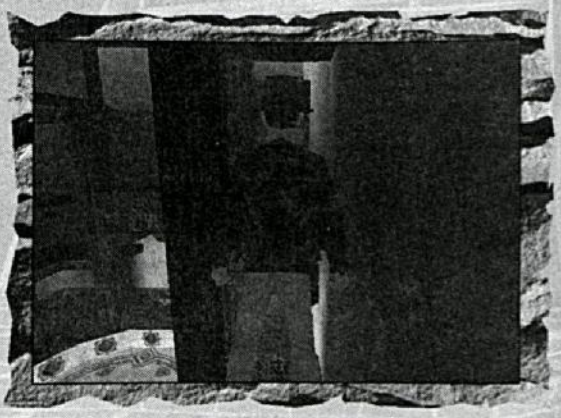


A Russian waits around this corner.

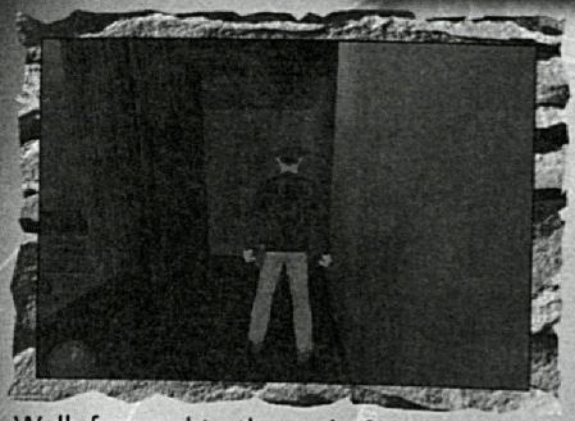
The one in the far corner is better attacked using the rifle. As Indy ascends the bell tower, expect at least one guard to shoot at him on each level. He must duck, roll, use his health packs, and wipe out the enemy as best he can.

Now turn around and use the whip to climb to the next level.

Move forward and jump onto the lamp; then turn back toward the direction you came from.

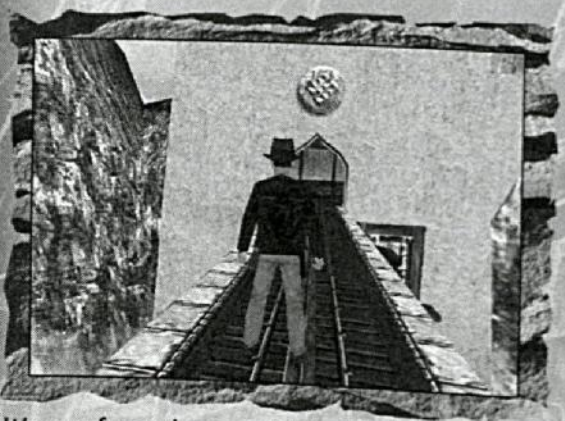


Jump from atop the lamp to the next platform.



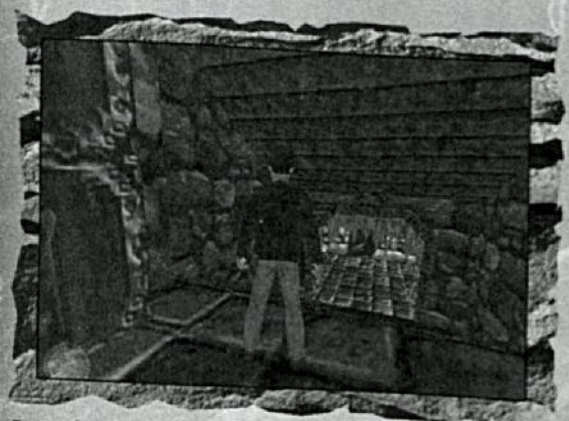
Walk forward to the end of the platform and use the whip to climb to the next level.

Another Russian waits for Indy around the corner. Use the rifle here. Then move out to the walkway, jump to the ledge above, and climb up to walk to the bell tower. Indy's troubles with the Russians are over for this level, but the worst still lies ahead.



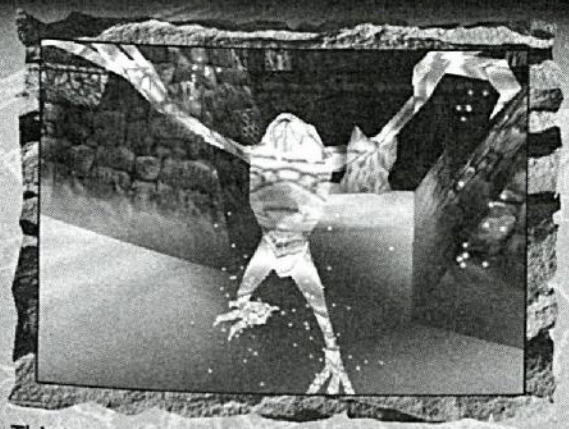
It's a safe and peaceful stroll to the bell tower.

Indy gives the plant to the caretaker. It blooms into a golden flower, and the old woman becomes a young, beautiful shaman. She opens the door to Indy's final trial...the encounter with the guardian of Urgon's Machine Part.

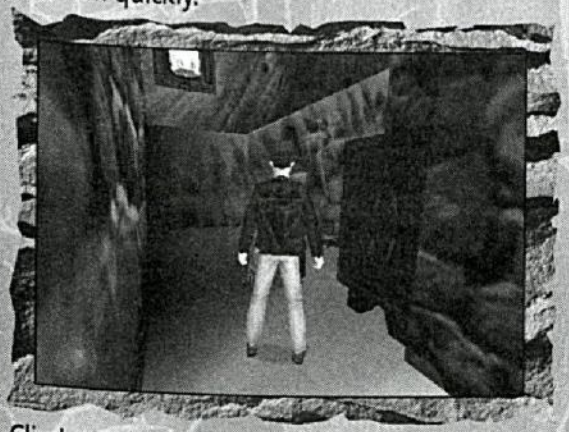


Pass the barrels and walk down to the ice slide.

Jump onto the slide and Indy will do the rest.

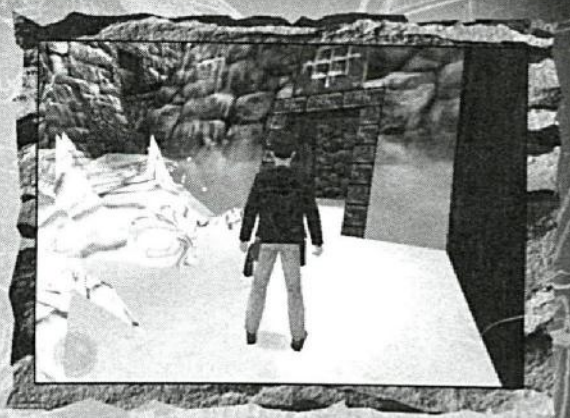


This is the Ice Guardian. If you aren't worried about IQ points, turn your difficulty setting to Low before confronting him. Indy should run past him quickly.

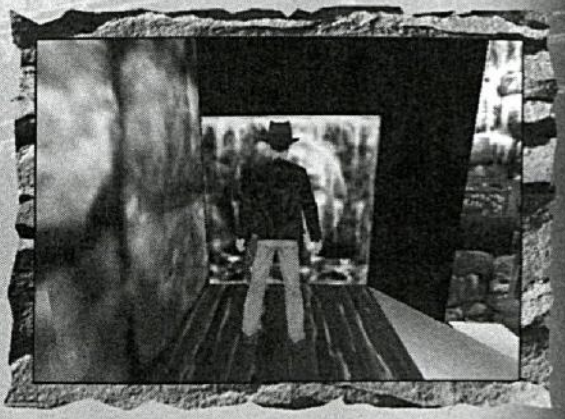


Climb up the block at the end of the room, then run up the ice ramp.

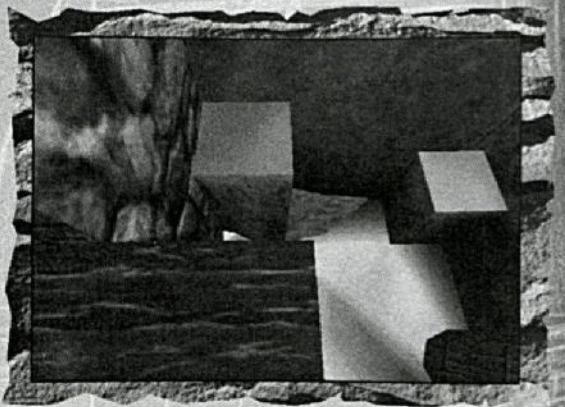
Dash diagonally across to the front room on the right. Again look for the characteristic symbol of a square inside a circle against a red background over the door. Dash forward and climb up the block in the back. The wooden ramp beyond that collapses under him, so run quickly up and around the corner until you are standing in the upper door. Save before you try this, and save again when you accomplish it.



Indy wants to quickly dodge into the back room on the left...look for the characteristic symbol over the door.



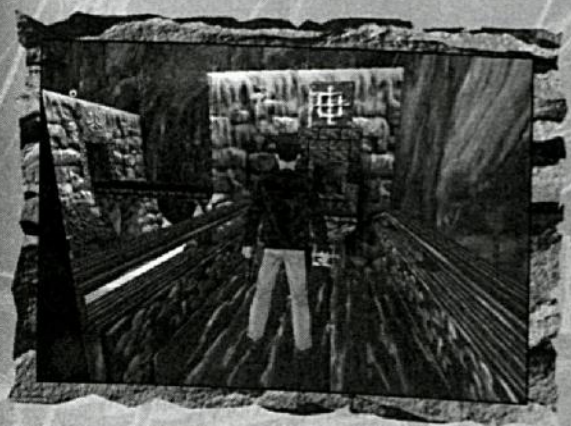
When Indy gets to the top of the ramp, he should pull the block there toward him. Then he can slide down the ramp behind him and go out the front door.



If Indy does get dumped on the floor, use these platforms to move him up to the door.

This bridge is safe to cross, but you need to do it quickly because the Ice Guardian will be after you.

Here are more collapsing panels; save first, then run Indy as fast as possible to the door, then save again.



Make a quick running jump to the next door...the Ice Guardian is still out there. Once there, save, then move on.

This is the room where you moved the block. Now quickly continue down the walkway to the left , and out the door.

A simple bridge crossing to the next room.

There are a series of running jumps to be made in this room, from platform to higher platform. Save here.

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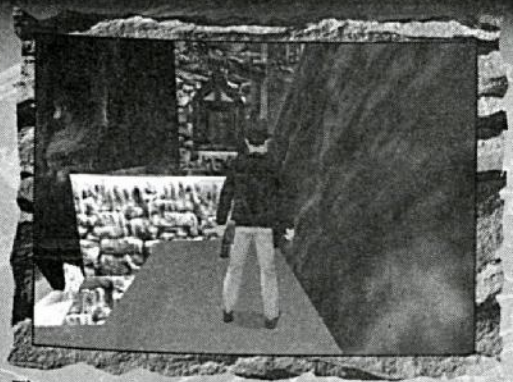
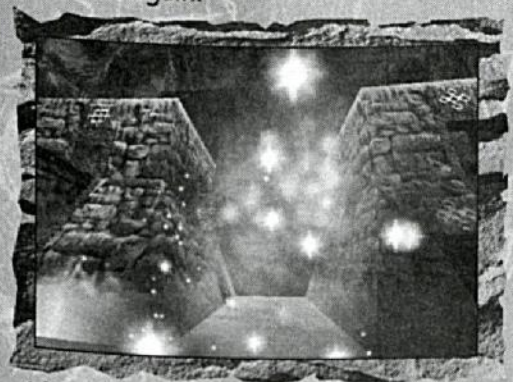
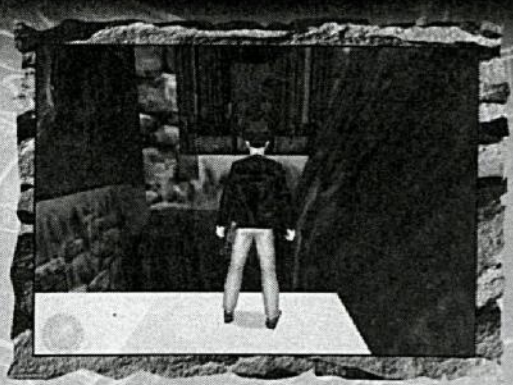


There is a carved pole here that Indy can use to whipswing to the other side.

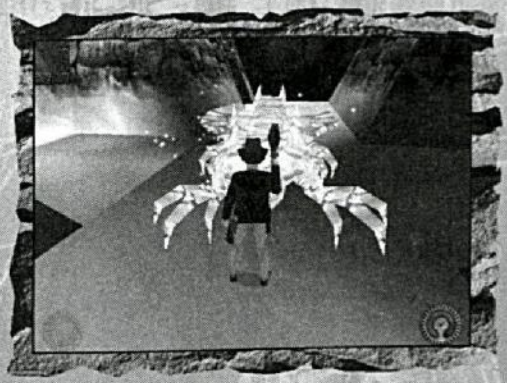
On the pedestal, bathed in green light, is Urgon's Part, ready to be picked up. Pick it up. Indy walks past the pedestal that held the Machine Part to the other side of the room, and slides down the ice slide until he is outside again.



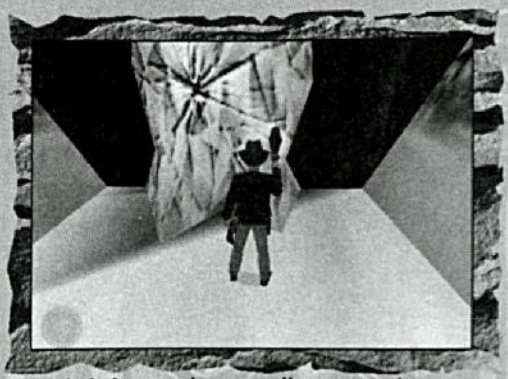
After three shots, the Ice Guardian explodes in a shower of sparks.



This is the last jump in this room, to the door on the other side. Save here because the jump is particularly difficult. Make it from as close to the center of the platform as possible.



Now you will confront the Ice Guardian. Get in as close as you can, fire the Machine Part, then dash out of the way until he is finished off.



Now it is just a short walk out to the frozen door. Use Urgon's Part again to shatter it.

Once the door is free, walk down a short hallway and press the door at the end. Once more he meets the Priestess of the Sanctuary, who tells him to keep Urgon's Part, and directs him to the Philippines.

Chapter 6
Palawan Lagoon

The Shambala Sanctuary's holy woman has directed Indiana to the island of Palawan in the Philippines. Dominated by its central lagoon, Palawan is a wild, dangerous place crawling (and swimming) with deadly tropical creatures. Once a Japanese outpost during WWII, the island seems deserted now. Even Indy's Soviet antagonists are nowhere to be seen.

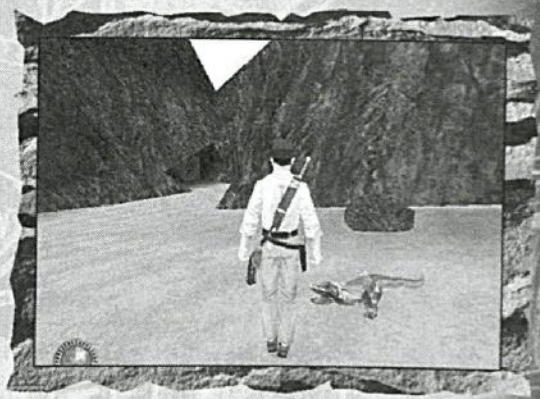
This is a very *wet* level. Your goal is to find a route across Palawan's island-dotted lagoon and then down and through a secret underwater gate. Indy's watery trek starts with some straightforward island-hopping. Then he must make a breathtaking dive to a sunken Japanese freighter where, as you might expect, air-management is a serious problem.

Enemies here are entirely of the slimy and/or spiky variety—monitor lizards and spiders on land, biting fish and sharks in the lagoon. You can shoot land creatures, of course, but only your machete works in the water. Sharks are particularly hard to kill; you must connect with six or seven solid machete hits. When fighting sharks, discretion may prove the better part of valor. (Translation: *Swim away! Swim away!*)

PALAWAN LAGOON

ENEMIES

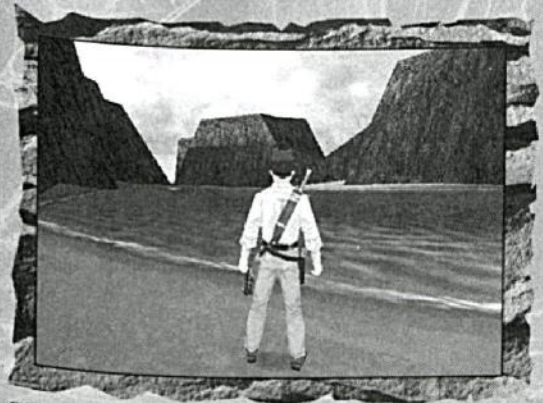
SPIDERS
MONITOR LIZARDS
BITING FISH
SHARKS



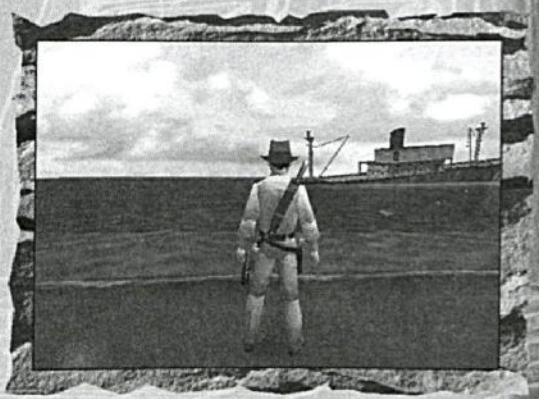
NOTE

Because Indy's firearms don't work underwater, he must use a machete on these aquatic beasts; fortunately, he finds one early in the level. The sharks are particularly hard to kill, and it's usually safer to avoid them.

HIGHLIGHTS



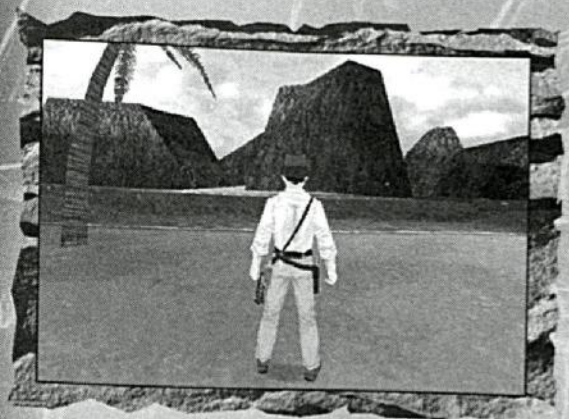
This is a relatively simple level. First Indy goes island-hopping.



Then he explores a sunken Japanese freighter (where air management is a problem).

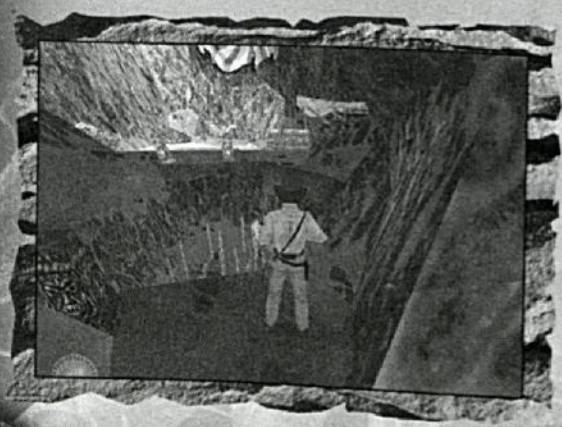
Finally, he discovers an underwater gate... that leads to the next Machine Part.

STEP BY STEP



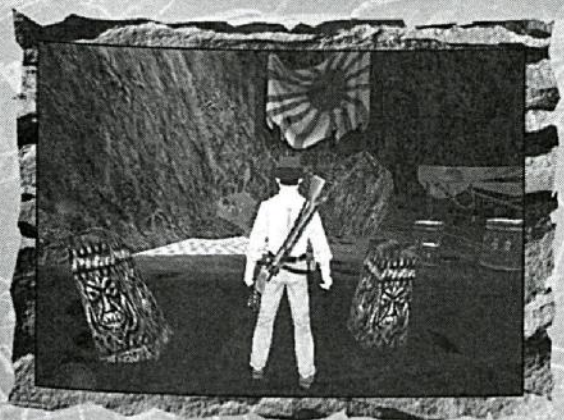
Indy finds himself in the Philippines, on what appears to be a mostly deserted island.

First, turn around and go back this way to enter a cave.



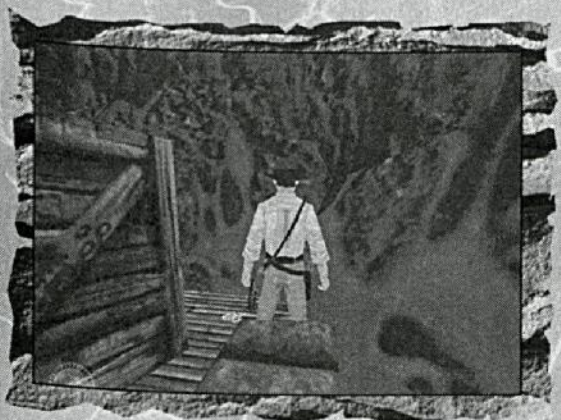
Inside, Indy finds a deserted Japanese outpost, complete with pit trap. By standing where he can see the overhead vine, Indy can use his whip to swing across safely. He must kill a lizard on the other side. (If you can take it out with your rifle before crossing the pit, do so. On the other side, you'll have to use your pistol, taking care not to hit the dynamite.)

PALAWAN LAGOON

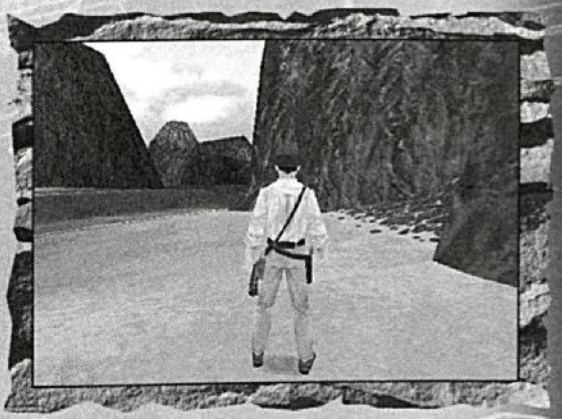


Now that Indy is on the other side of the pit, he can investigate the Japanese encampment to the right.

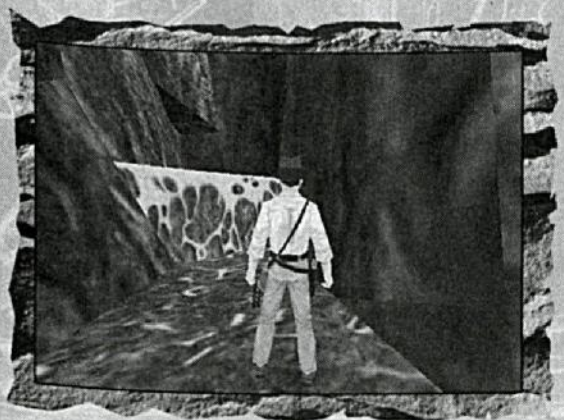
Near this skeleton, Indy finds an extremely useful machete.



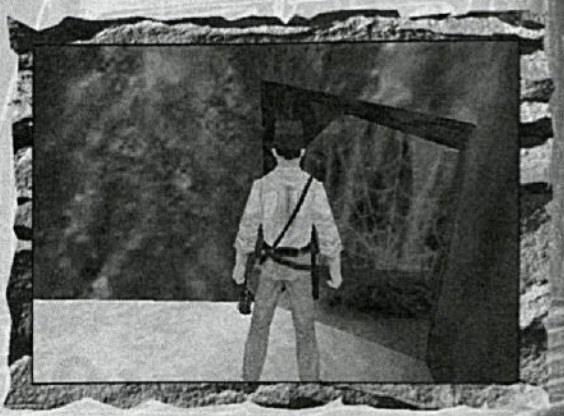
A treasure lies behind the crates. Pick it up, walk left, and pick up a Health Kit. Now return to the pit, spot the vine, and whip back across. Return to the beach.



Another path beckons to the right.



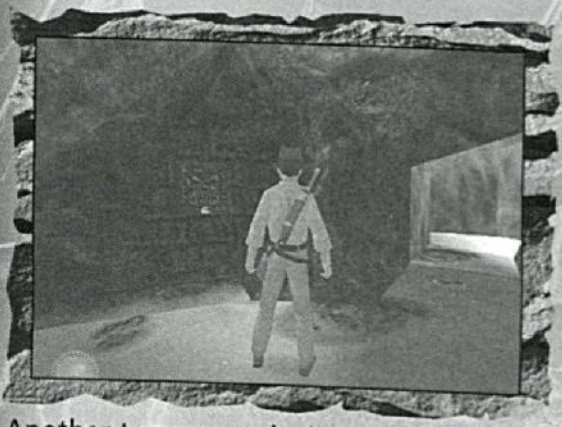
Keep climbing here to reach the cave beyond.



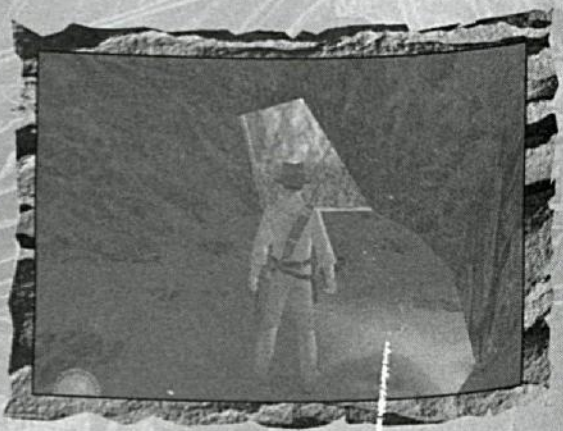
Use Indy's machete to open this cave...

...and then immediately draw his gun to kill off the spider inside.

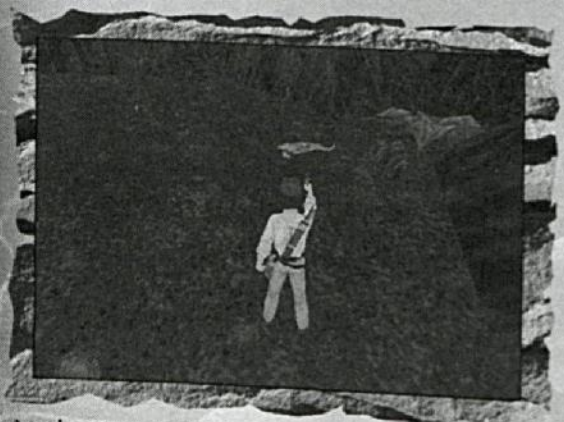
Indy finds a distinctive crack in the cave wall. Try using Urgon's Machine Part on any crack like this.



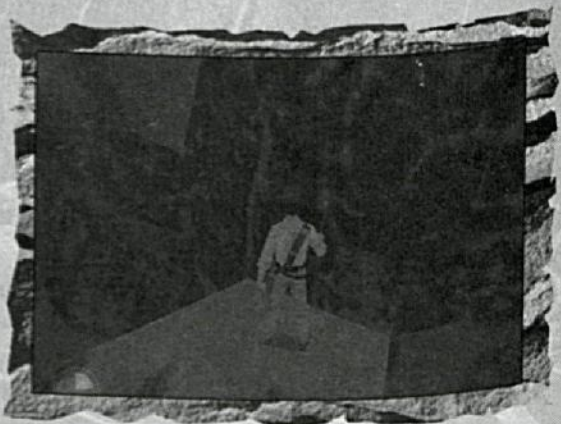
Another treasure waits inside.



This cave's "back door" offers ledges to climb.

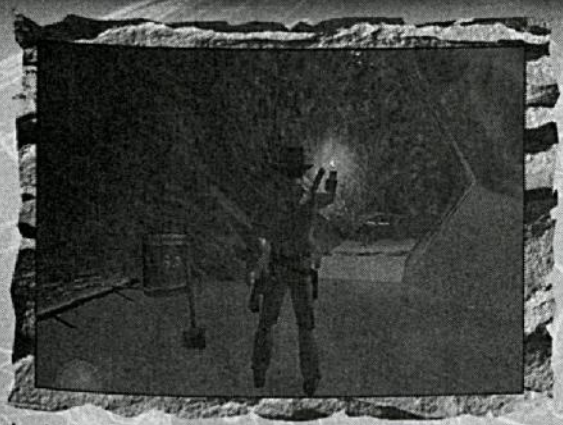


At the top, Indy must shoot another lizard, and then investigate the cave to the right.

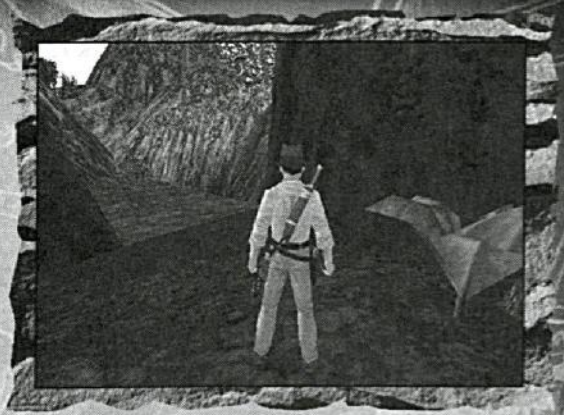


Use the machete to clear the vines from Indy's path. Don't shoot through the vines, though, because dynamite lies beyond them.

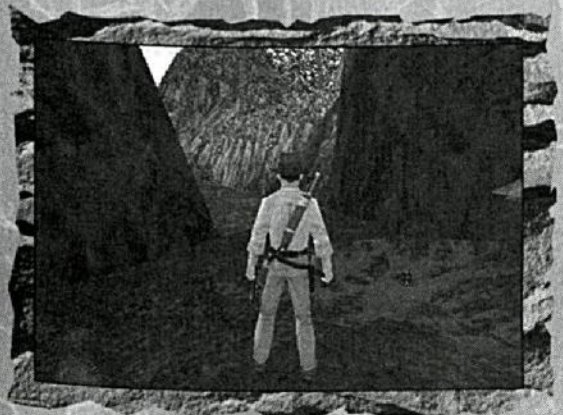
PALAWAN LAGOON



Inside, Dr. Jones finds "an entrenching tool."

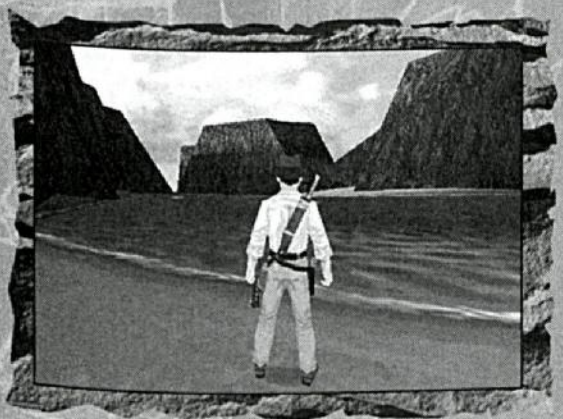


As he walks farther from the cave, an odd spot of earth catches Indy's attention. Use his entrenching tool there.

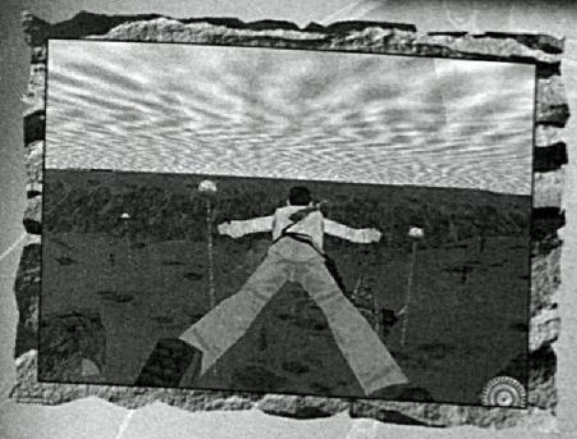


Indy's digging uncovers another treasure.

Walk back a bit farther to find a small medicinal plant behind this rock. Now return through the two caves to the beach.

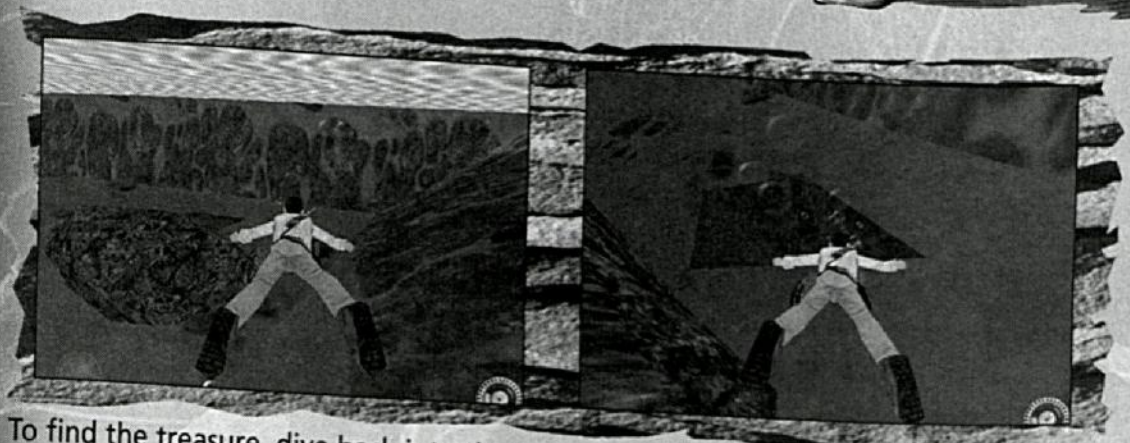


Indy notices a cave on the island across the water: maybe the next Machine Part is there. Dive into the water.



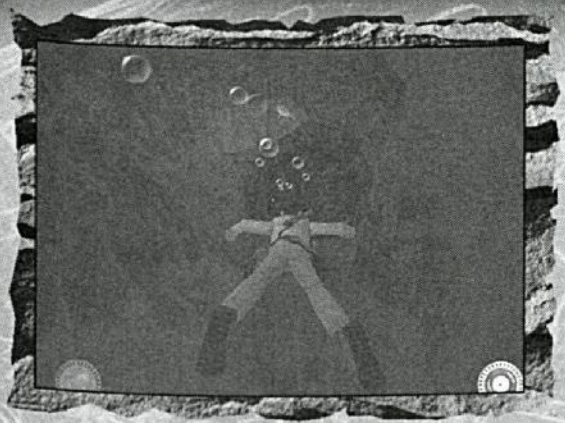
Take care not to run out of air here; keep an eye on the air indicator to the right and surface when you need to. Mines pose another threat, but as long as Indy avoids them, he'll be all right. The local wildlife—sharks and biting fish—present the greatest danger. Only the machete works underwater. You can usually take a biting fish out with one swipe, but there are many, and they tend to gang up. Sharks are harder to kill. Your best bet is to keep your machete in hand and swim as fast as you can to the other side.

After Indy lands on this beach, he can go after an underwater treasure. If you decide to seek it, save now.



To find the treasure, dive back into the water and swim away from the original beach (where Indy started the level) to this rock: note the square hole in the sand behind. Get a fresh supply of air, and then dive straight into the hole.

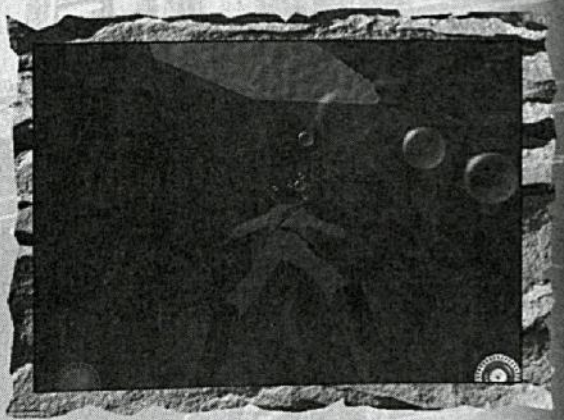
PALAWAN LAGOON



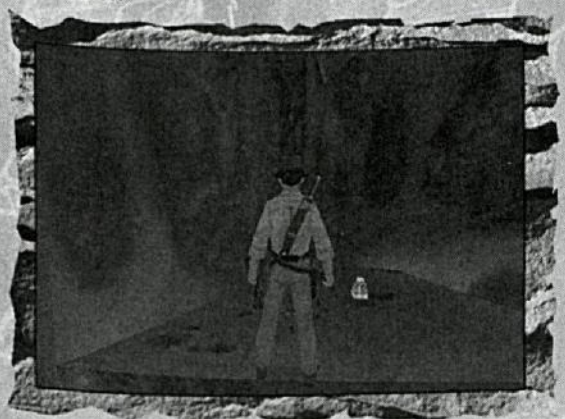
Swim quickly straight forward.

A shark lurks in the middle chamber of this underwater cave. If you can get past it there, he won't go into the final chamber.

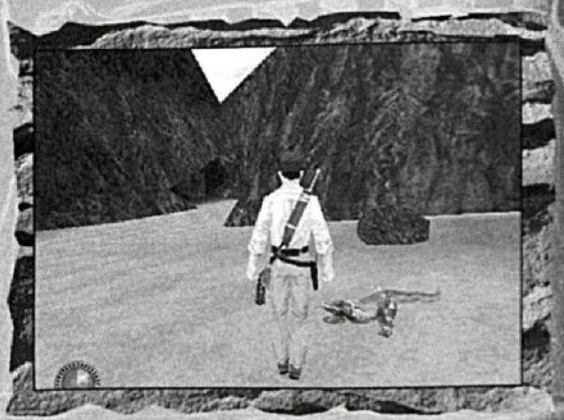
If you swim between this first big rock and the wall, the shark can't follow you, and you'll have time to enter the final chamber.



Now swim swiftly toward the surface of the water and climb out.

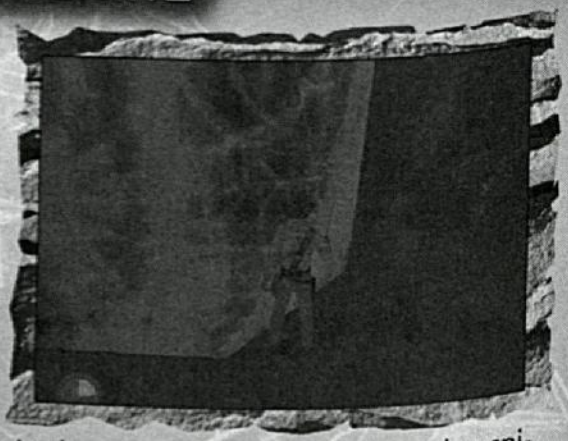


After climbing a couple of ledges, Indy finds the treasure he's been seeking. Now dive back into the water, avoid the shark as before, and swim back to the second beach to explore that cave.

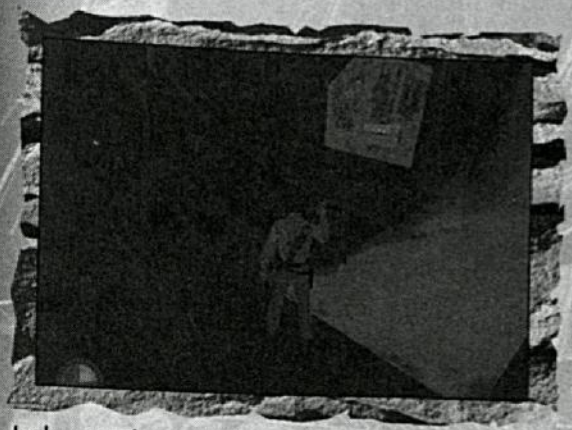


Back on the beach, head a little to the right to kill another lizard.

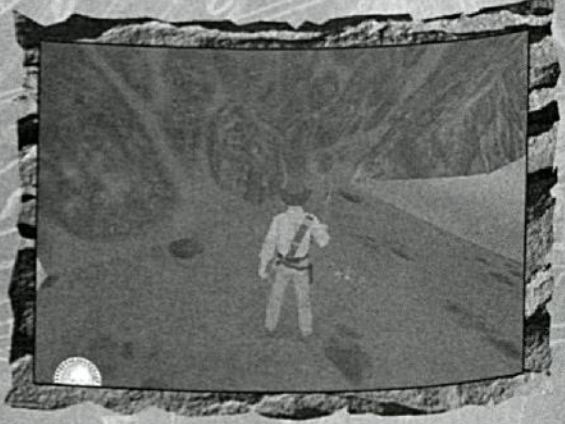
A little farther to the right, behind the rock, Indy picks up another treasure.



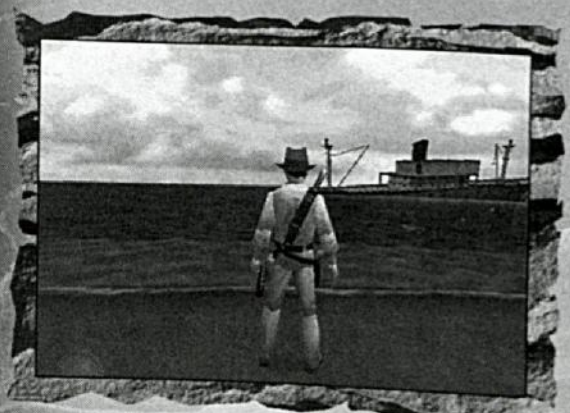
At the cave, Indy must cut through a spiderweb: that means there's likely to be a spider inside.



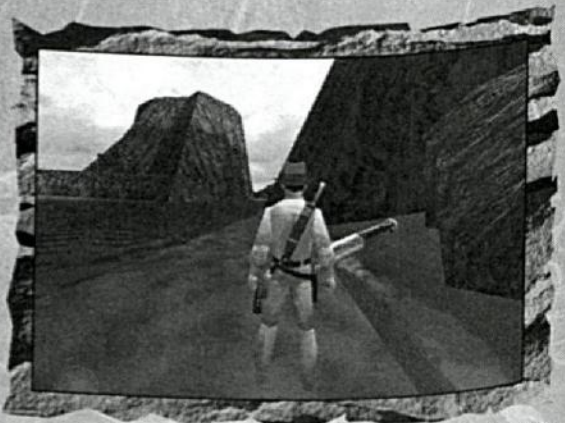
Indy cuts through the web, and then pulls out his gun and shoots the spider as it drops from the ceiling. (Step just inside the cave to attract it.) Then he must cut through another web.



And kill another spider.

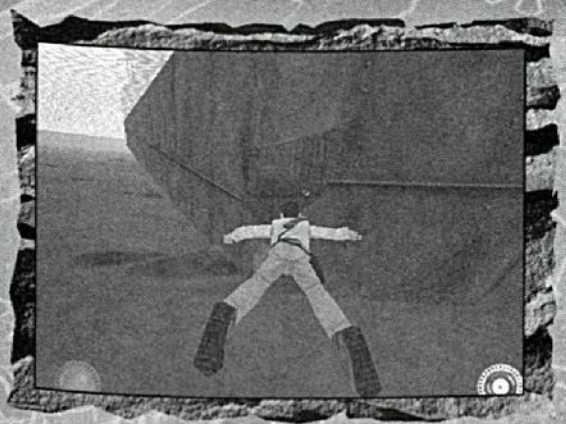


Indy spots a sunken Japanese freighter across the water.

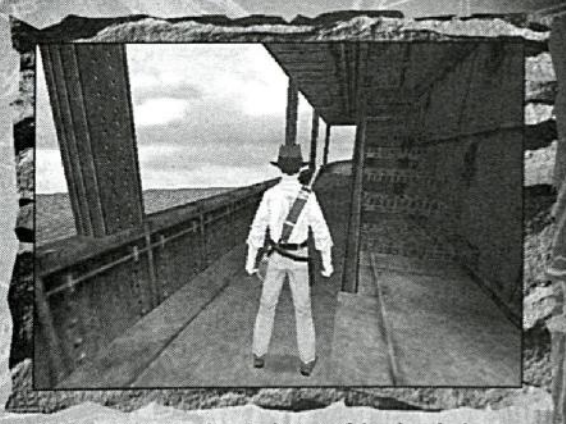


A torpedo lies to the right, but Indy can't use it just yet. He'd better swim over and explore the ship. Don't forget to swim straight there; have your machete handy, and watch your air.

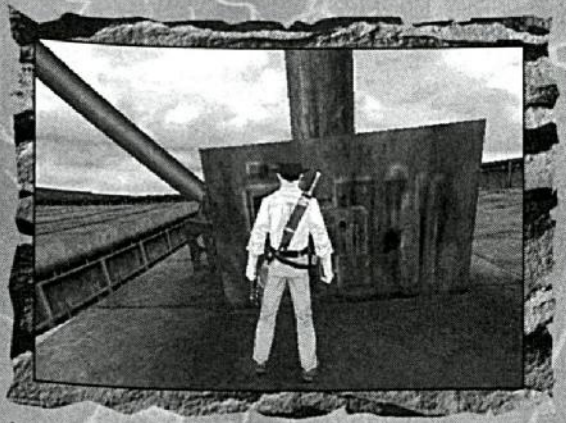
PALAWAN LAGOON



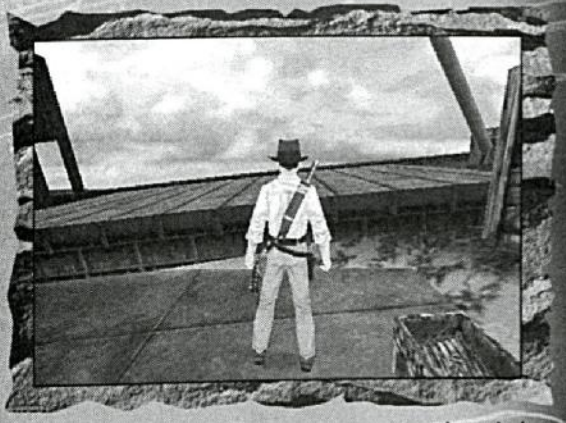
Swim through a hole at the back on the left side of the ship to find a treasure. Then swim back out, get some air, and climb up on the end of the ship.



Onboard, Indy finds lots of locked doors that have rusted shut.

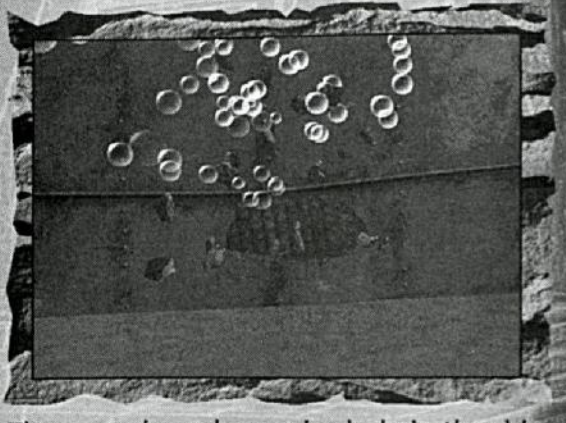


He finds nothing useful until he reaches the forward part of the ship.

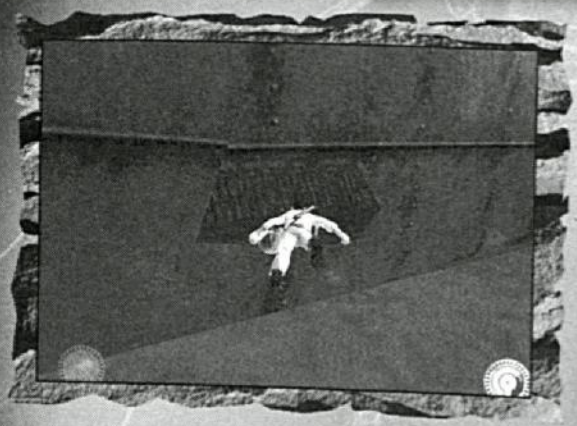


There, in the small open crate to the right of the picture, he finds the arming device for the torpedo on the beach. Swim swiftly back to the torpedo.

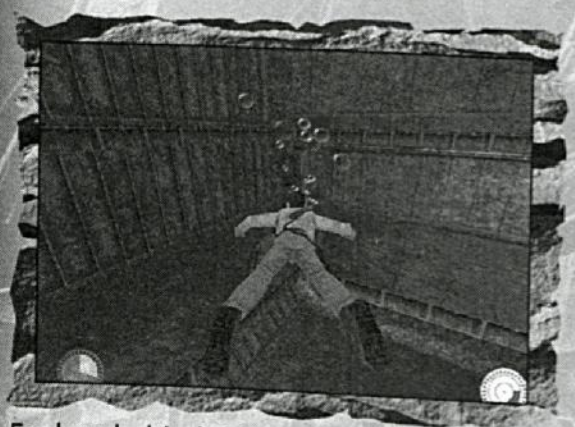
Arm the torpedo.



The torpedo makes a nice hole in the ship.

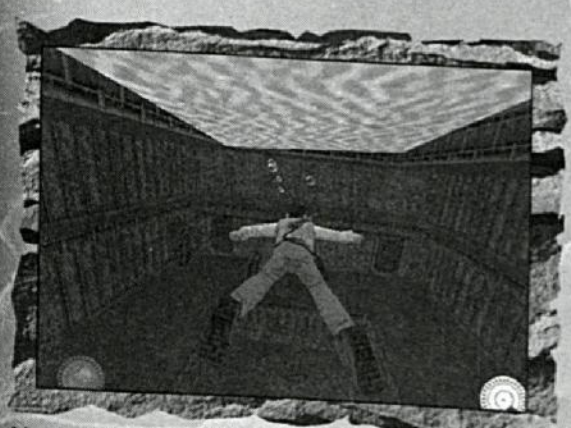


Now Indy can swim through and investigate more of the ship. Biting fish probably will follow. Use the machete to kill as many as you can before you run out of air. Get the rest after you surface for a breath. Get a full dose of air from the surface bubble at the top of the ship's hold, and then explore more of the ship. You must keep an eye on your air supply as you go through the ship; remember how far you've come and how to get back to air. (And it wouldn't hurt to save often.)



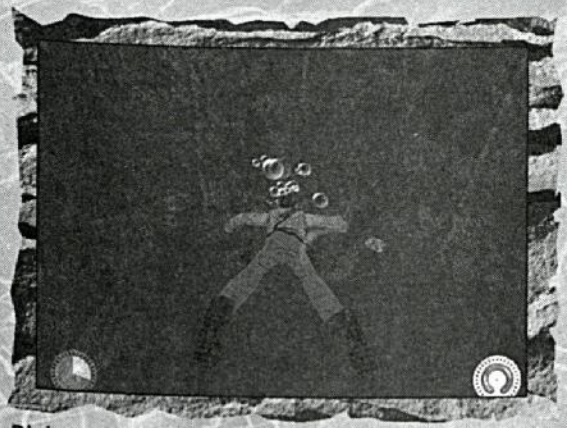
Explore behind this pink door first.

Inside, you'll find a crate with a valuable hammer.

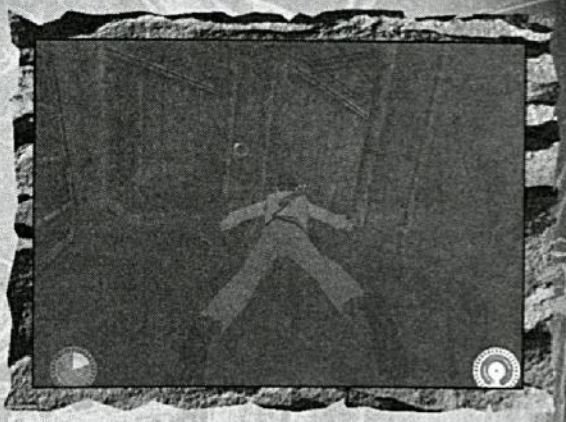


Now return to the hold and swim through the open door on the opposite side.

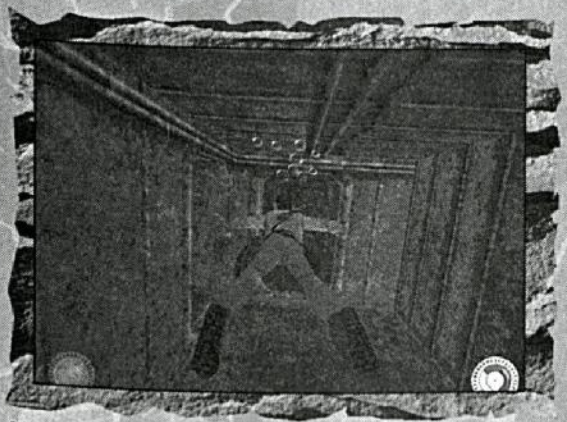
Continue through the open door ahead.



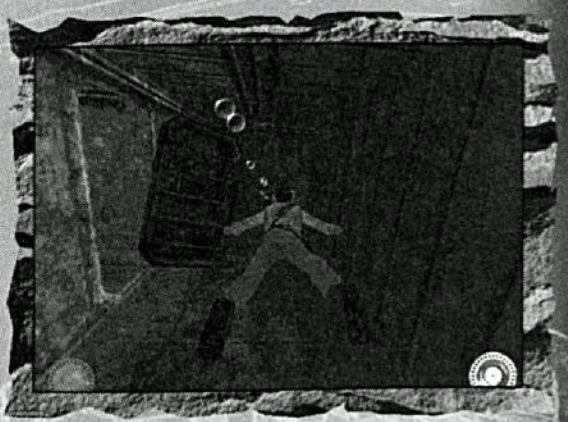
Pick up the treasure in the room beyond.



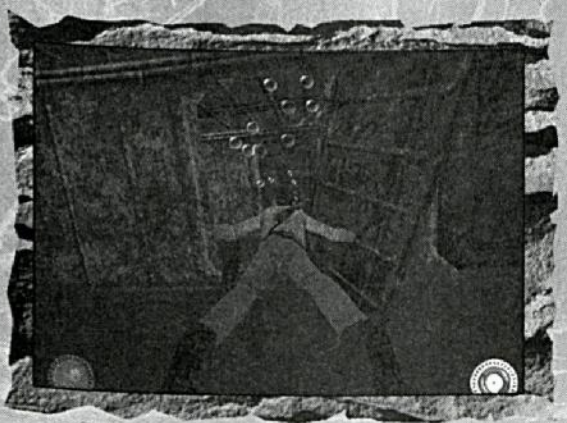
You may want to get more air at this point. Then go through the door to the right of the doorway where Indy found the treasure (in this picture). From this point on, be on the lookout for another couple of fish.



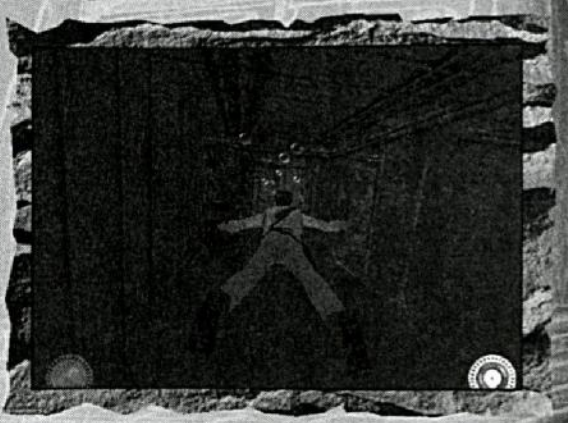
Now swim forward as far as you can and turn left.



Swim through the first door to the left.



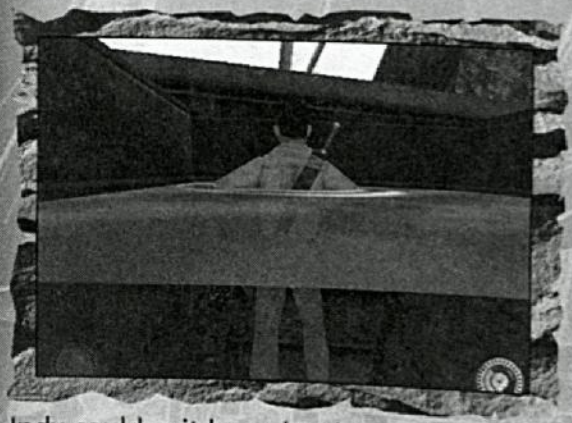
Again, swim forward as far as you can, and then turn to the right.



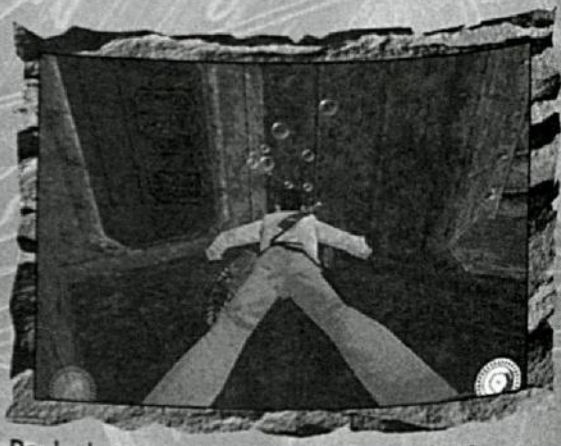
Go through the first door to the right.

Swim to the top of the ladder here.

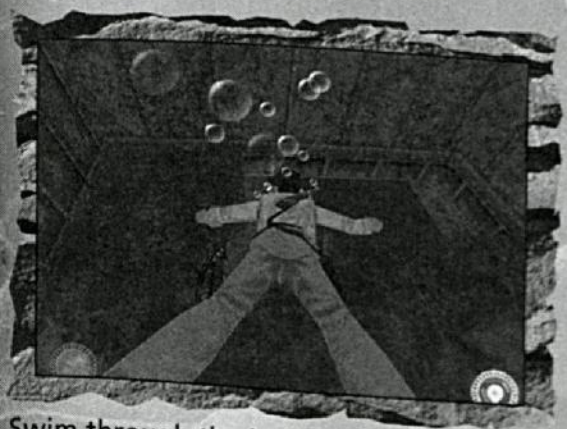
Use the hammer on the lock, and then push the hatch open to get air.



Indy could exit here, but he needs one more thing from belowdecks.



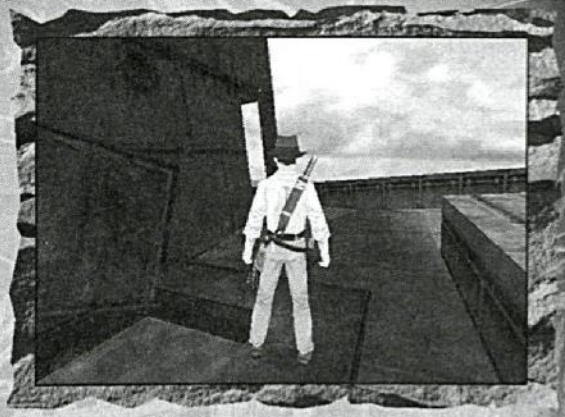
Back down in the ship, Indy must go through the door to the left of the room with the ladder.



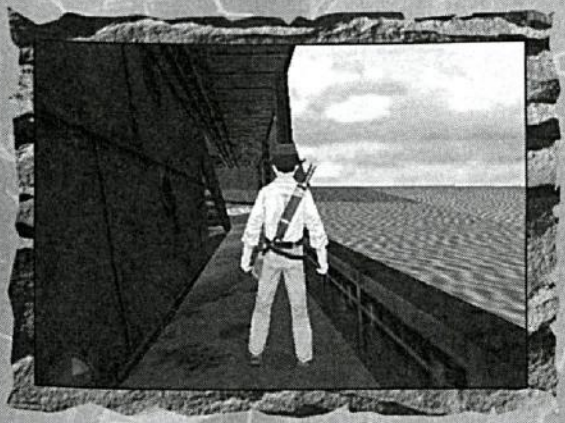
Swim through the hole in the floor: prepare to confront another couple of fish.

A crate lies at the far end of this chamber.

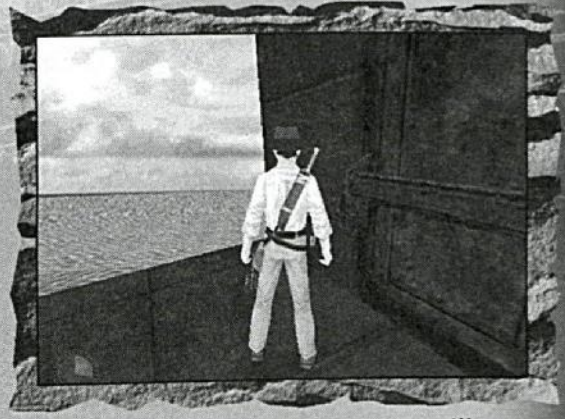
Inside the crate, Indy finds a key.



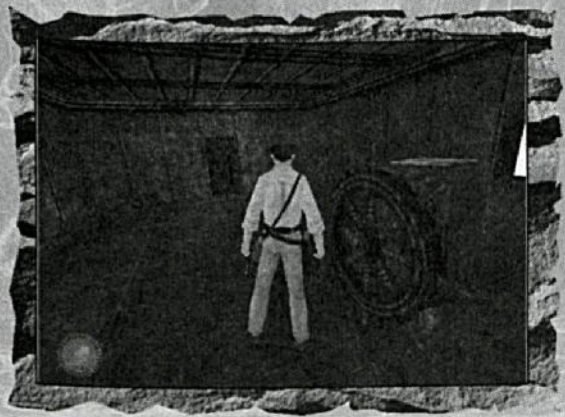
Return up the ladder to the deck.



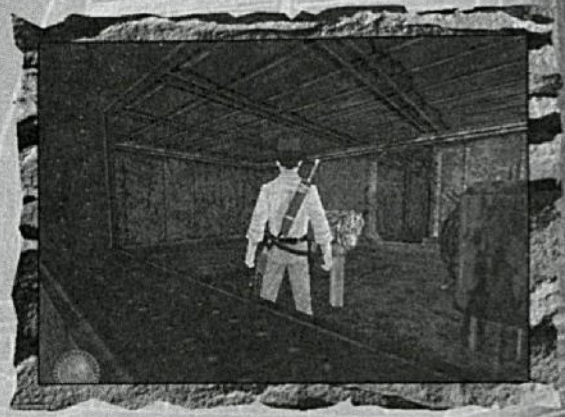
Round the corner and go up the stairway ahead.



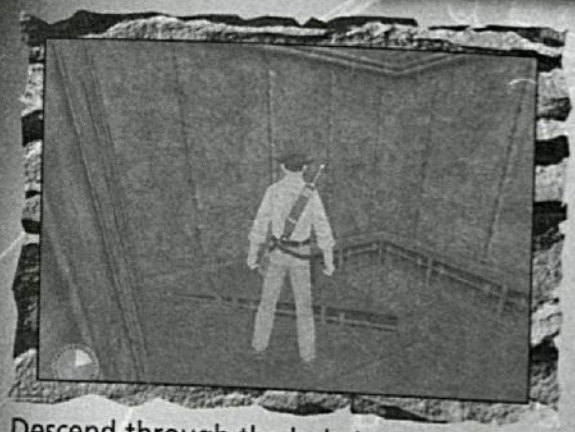
The key Indy found underwater will open this door.



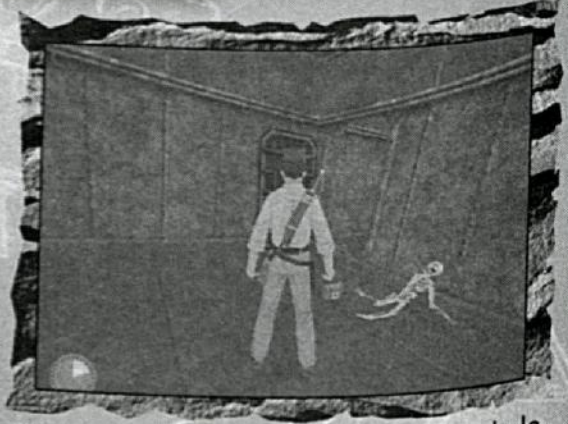
Pick up the crank on the wall to the left.



Pass through another door.

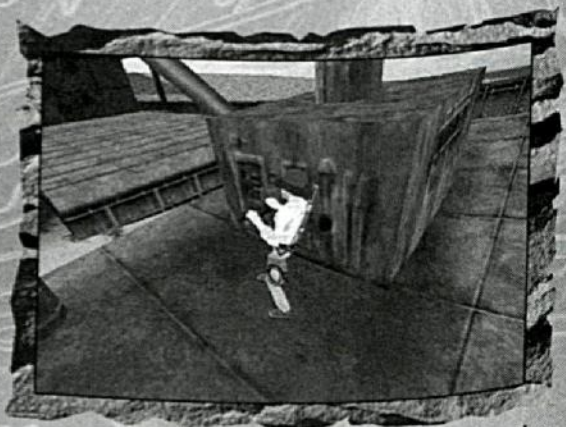


Descend through the hole in the deck.

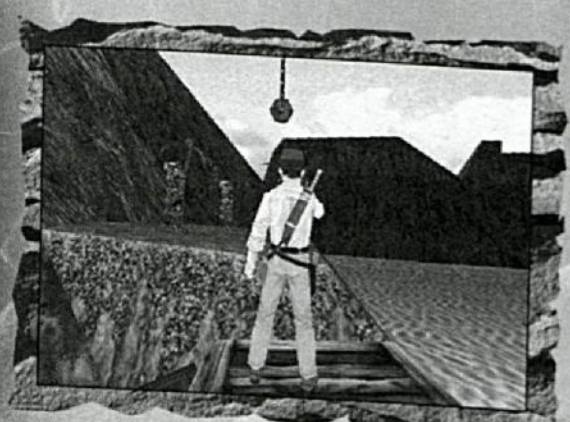


Pick up the health kit from near the skeleton and go through the door beyond.

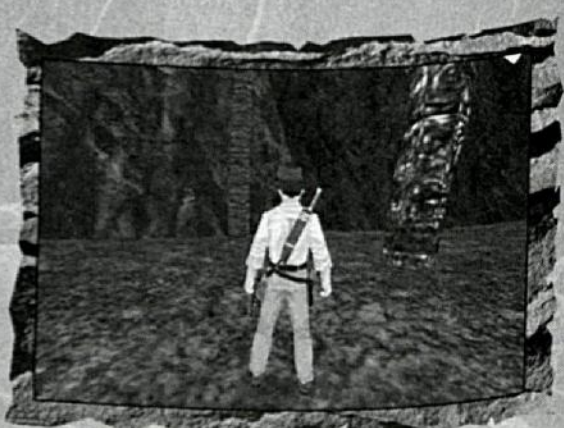
Pick up the treasure, and then go back up on deck near the open hatch.



Use the crank from the wheel room in the hole here to move the crane.

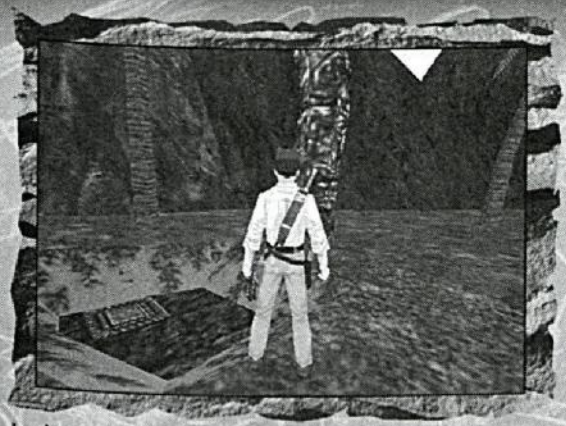


Climb the ramp to the top of the crate. Now you can use Indy's whip to swing over on the crane to a new island.

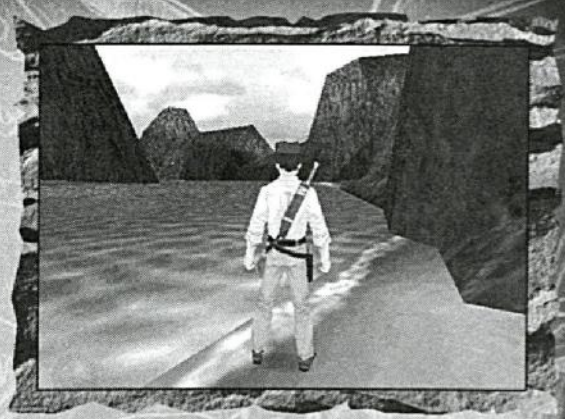


There Indy finds another unusual spot. Better get out the entrenching tool.

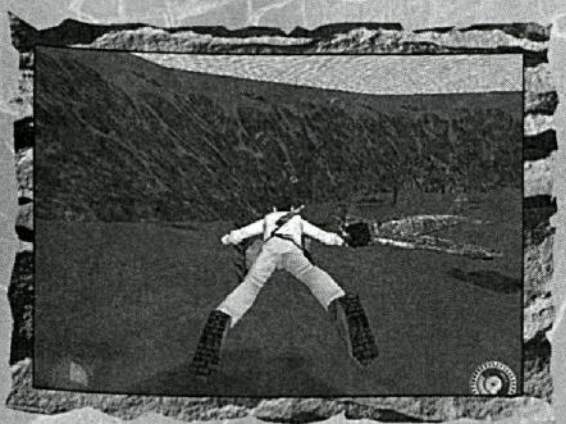
PALAWAN LAGOON



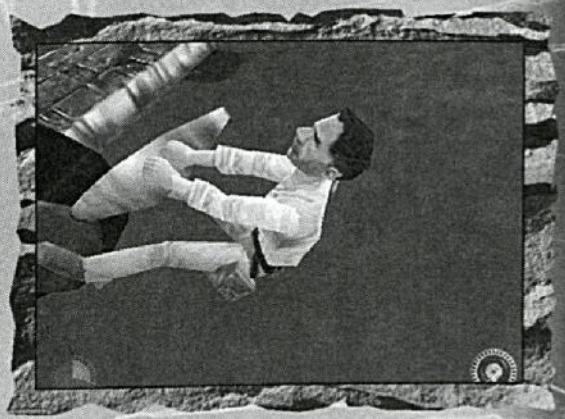
Indy reveals a pressure plate. Stepping on it uncovers an underwater door behind two tiki idols. There is a medicinal plant behind one of the idols.



To find the door's location, Indy first must swim back to the beach. From there, travel back through the cave on the middle island and across the water to the beach where Indy began the level. Then swim in this direction, toward the right.

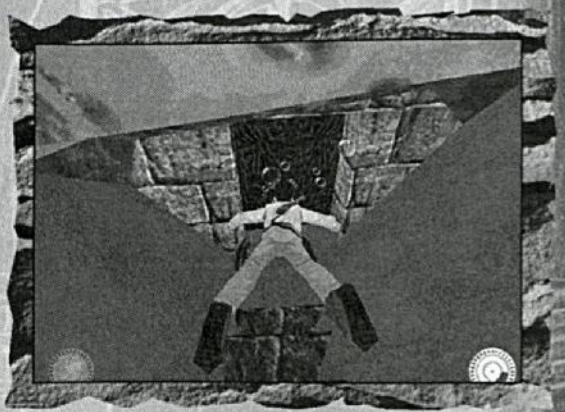


Before he locates the underwater door, though, Indy passes this submerged Japanese fighter plane. One bent propeller blade sticks up at an odd angle.



You never can tell when a propeller blade will come in handy. Use the hammer to loosen it so Indy can pull it off.

Keep swimming toward the two trees on the horizon.

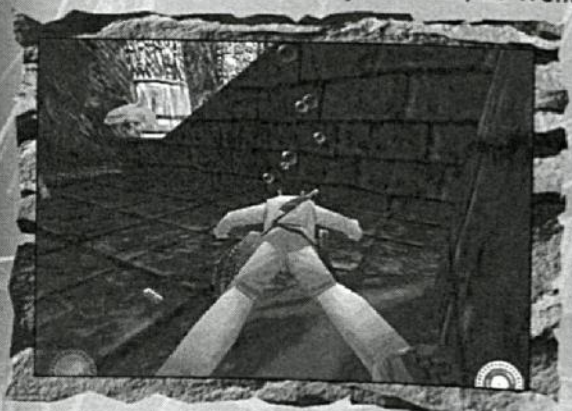


Near the trees, Indy finds the twin tikis—and the underwater door.

PALAWAN LAGOON

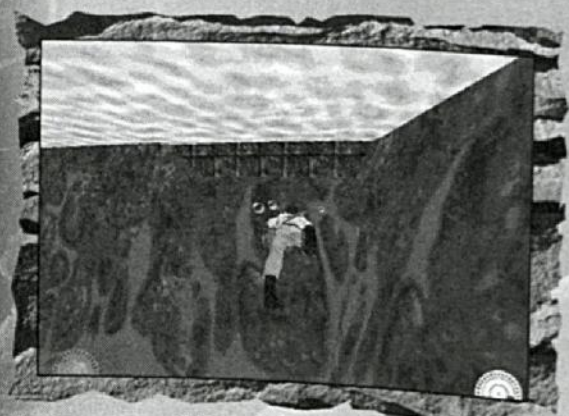
Use the propeller blade to pry open the door. A shark awaits you, so get your machete out as soon as the door is open. Biting fish may nip at Indy's ankles, as well.

A treasure waits below and to the left of the staircase, but, depending on your air supply, you may want to wait to come back for it.

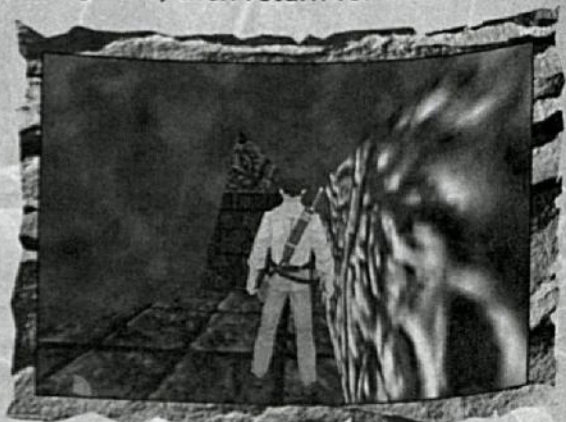


Pull the switch below and to the *right* of the staircase.

The switch opens the door on the far side of the underwater temple. Go through and get air; then return for the treasure.

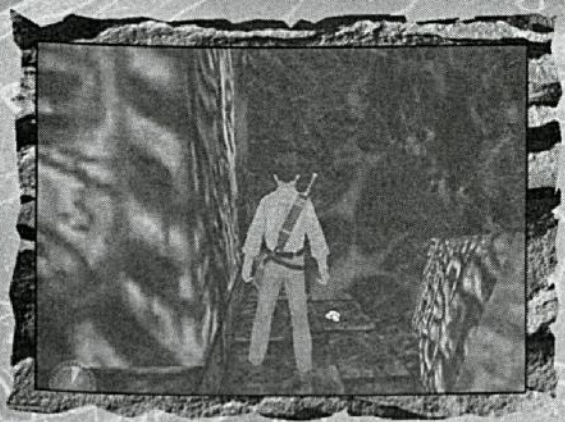


Swim across this pool to the ledge on the opposite side. You must contend with lots of biting fish here: swim fast and straight and keep your machete out.



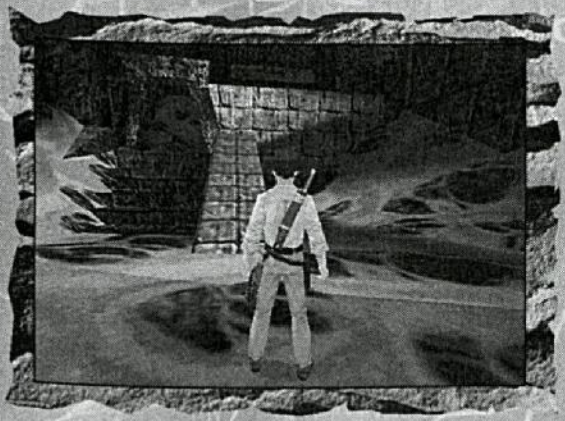
Go through the small door ahead.

PALAWAN LAGOON

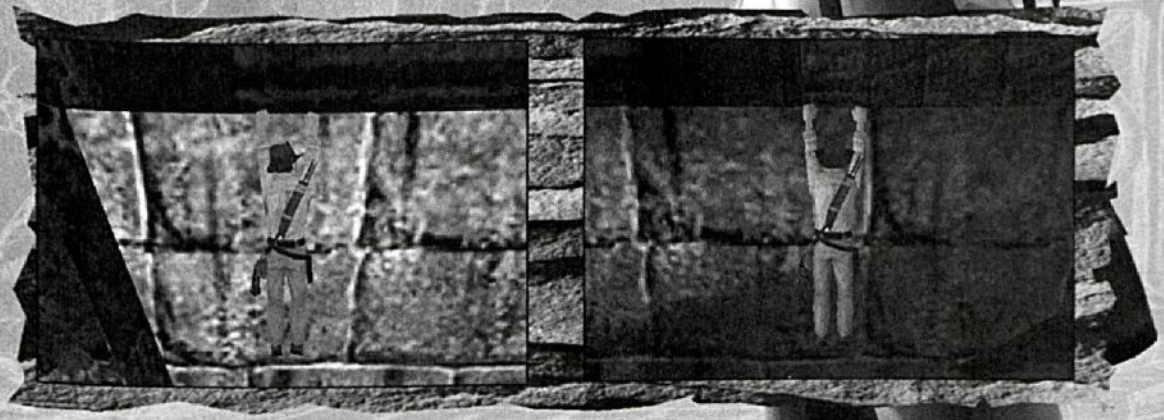


Indy finds one last treasure between these two pillars.

When Indy steps onto the sand toward the opening to the next room, he attracts another pesky monitor lizard.



In the next room, walk to the top of the stone ramp.



Jump up to the ledge and sidle along to the right to where you can climb up.

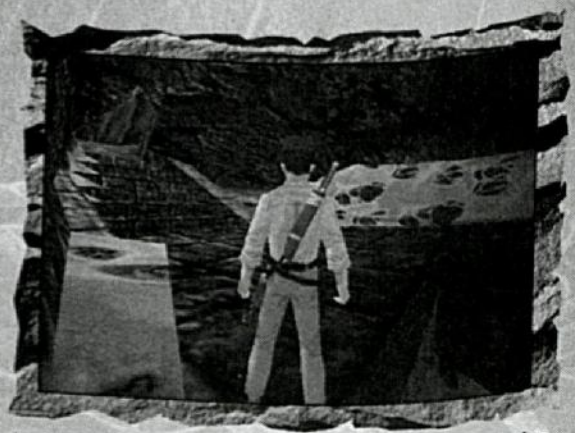
PALAWAN LAGOON

Climb up again.

Now jump up and grab the ledge.

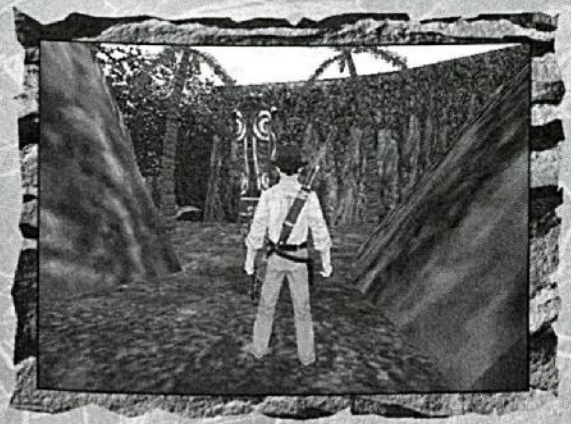
The pattern repeats: sidle along to the right to where Indy can climb up.

Climb more ledges.



Indy comes to something different—stairs to the outside.

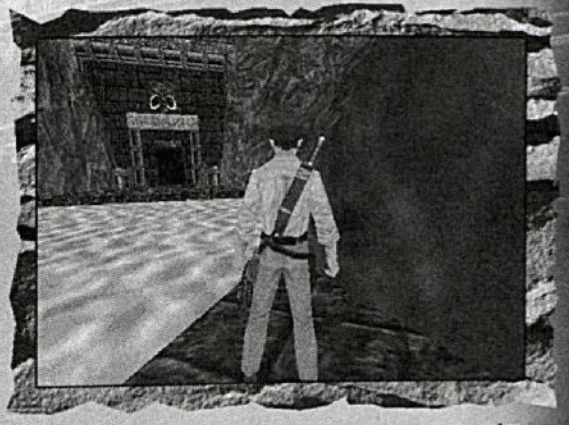
PALAWAN LAGOON



Walk until you reach this wooden statue.

Climb the front stairs and press the switch held by the idol. This opens a door on the other side of the last lagoon Indy swam across.

The door will admit Indy to the next level, so he must return there. He makes his way back through the cave.



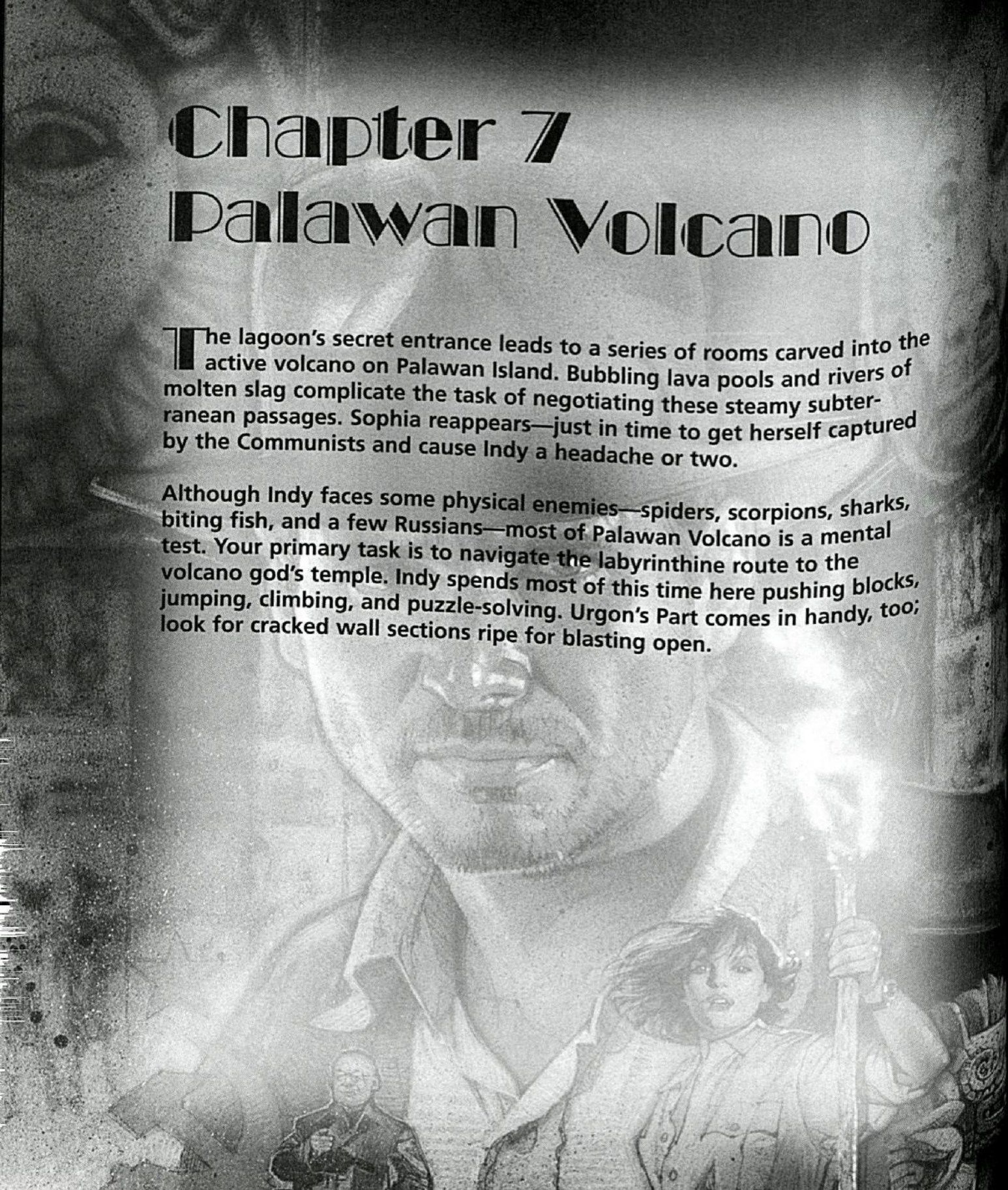
From here it's a quick swim across to the other platform...

...to pass through the door.

Chapter 7
Palawan Volcano

The lagoon's secret entrance leads to a series of rooms carved into the active volcano on Palawan Island. Bubbling lava pools and rivers of molten slag complicate the task of negotiating these steamy subterranean passages. Sophia reappears—just in time to get herself captured by the Communists and cause Indy a headache or two.

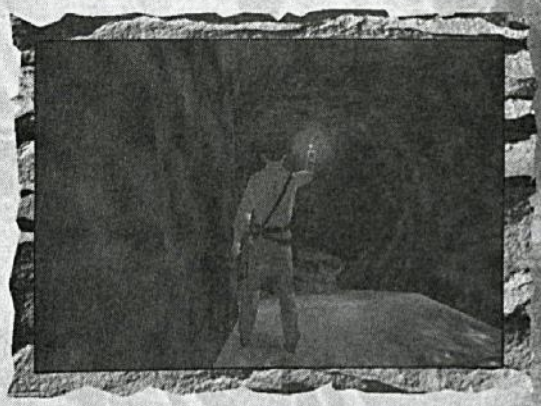
Although Indy faces some physical enemies—spiders, scorpions, sharks, biting fish, and a few Russians—most of Palawan Volcano is a mental test. Your primary task is to navigate the labyrinthine route to the volcano god's temple. Indy spends most of this time here pushing blocks, jumping, climbing, and puzzle-solving. Urgon's Part comes in handy, too; look for cracked wall sections ripe for blasting open.

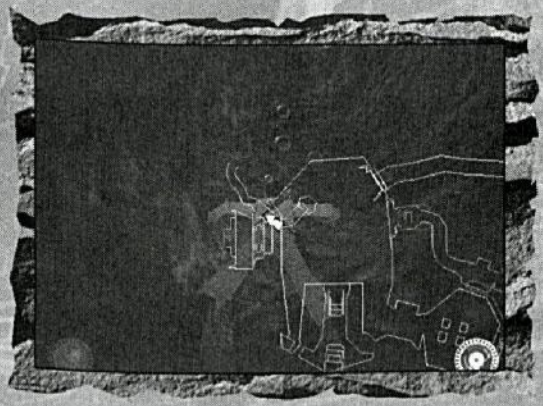


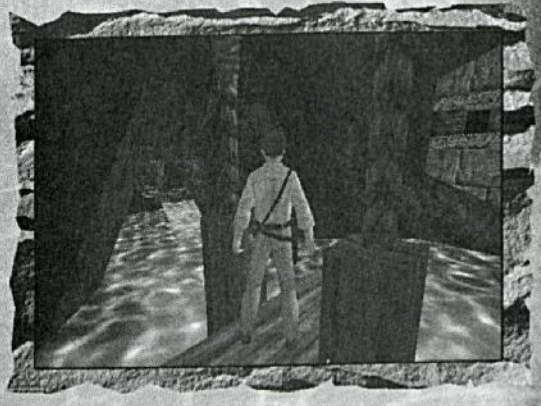
PALAWAN VOLCANO

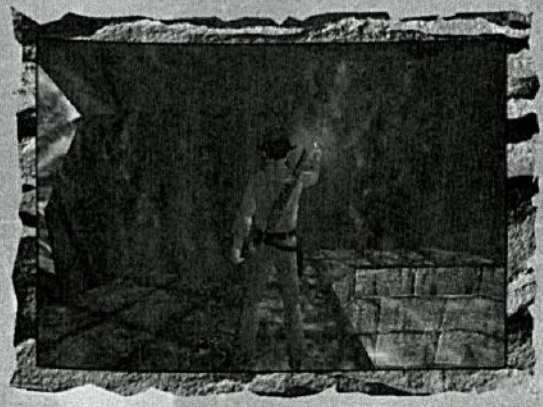
ENEMIES

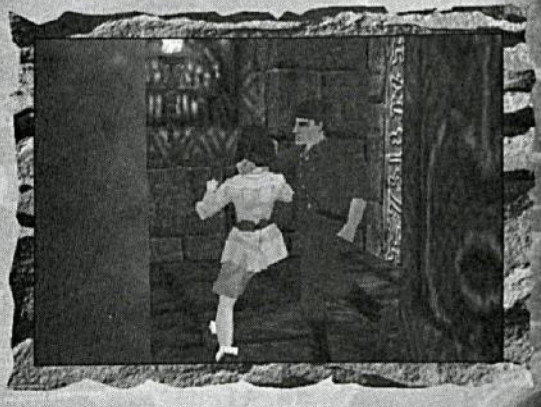
- Scorpions
- Biting Fish
- Sharks
- Spiders
- Russians







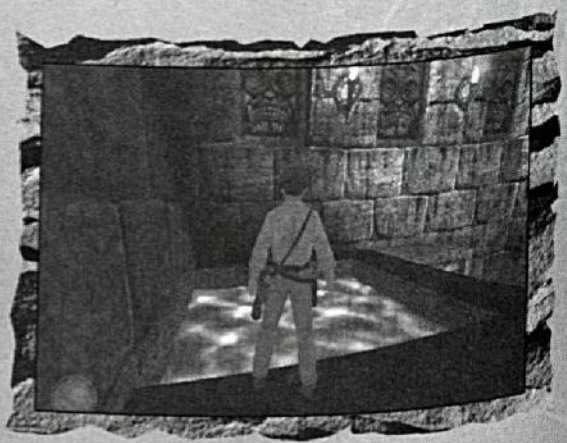




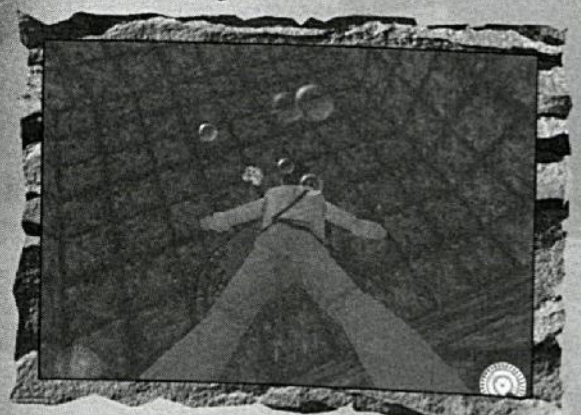
PALAWAN VOLCANO

STEP BY STEP

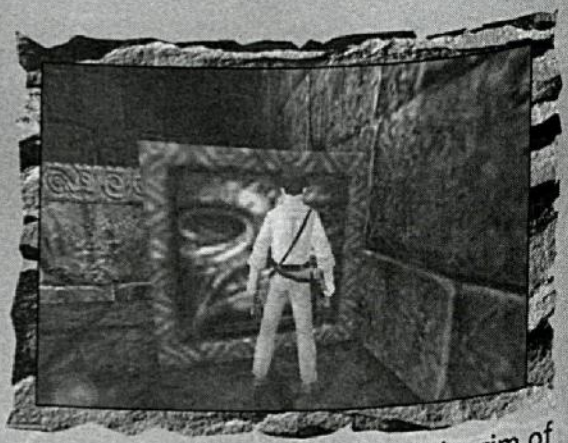
Indy enters a series of rooms carved into the Palawan volcano. Perhaps it's a temple to the volcano god.



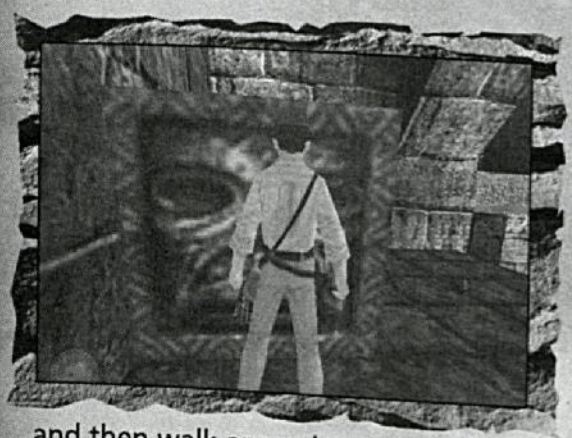
Investigate this pool to the left.



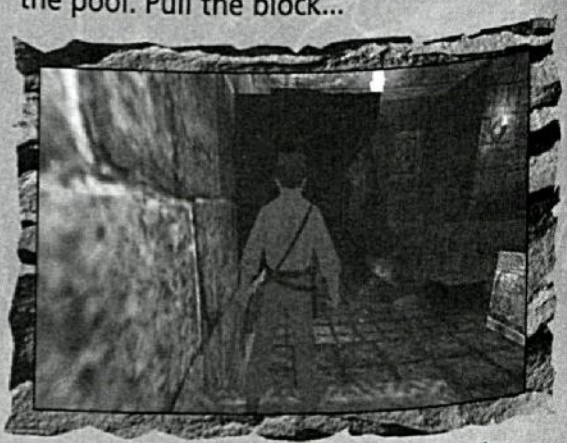
A treasure lies at the bottom of the pool.



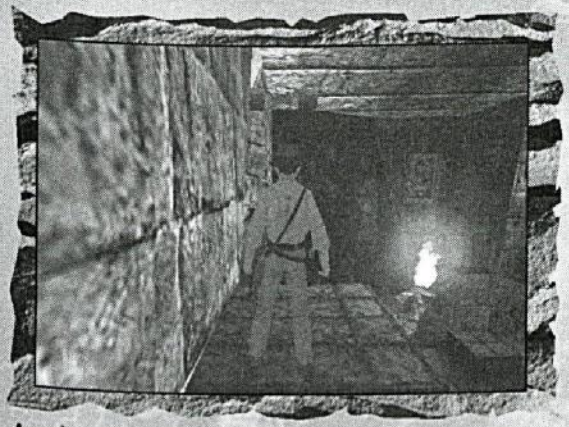
This large block lies just beyond the rim of the pool. Pull the block...



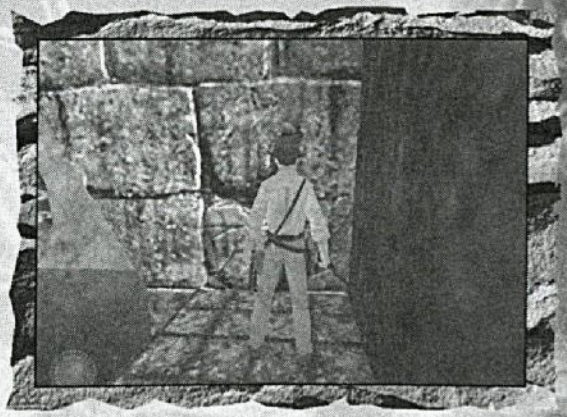
...and then walk around and push it against the wall.



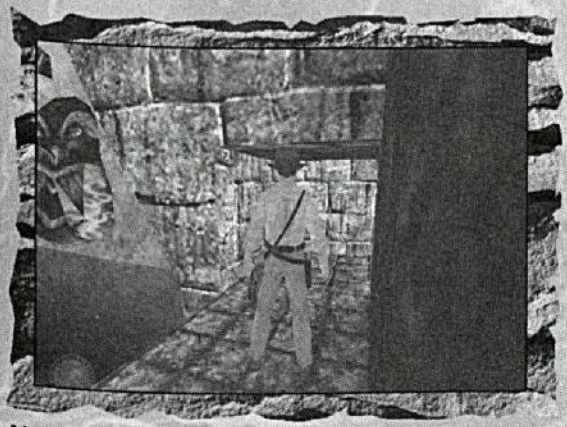
Now climb onto the block and execute a forward jump from its edge to the



A whipswing comes next.

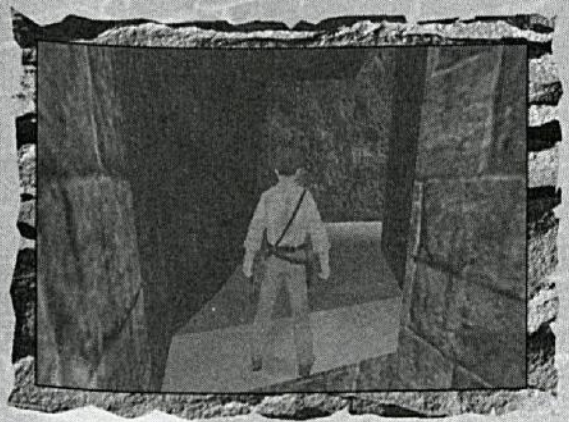


And here's one of those cracks in the wall: time to use Urgon's Part.

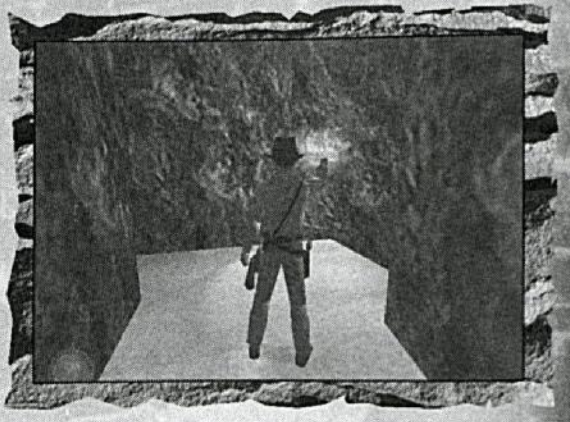


Now move forward through the new opening.

Climb the ladder beyond.

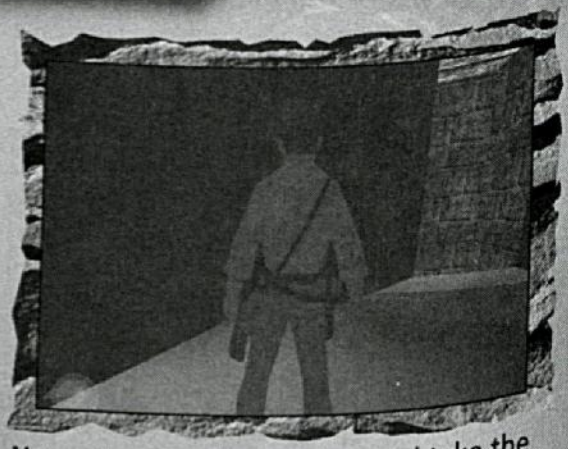


Get out your lighter and follow the passage at the top of the ladder to a right-hand turn.

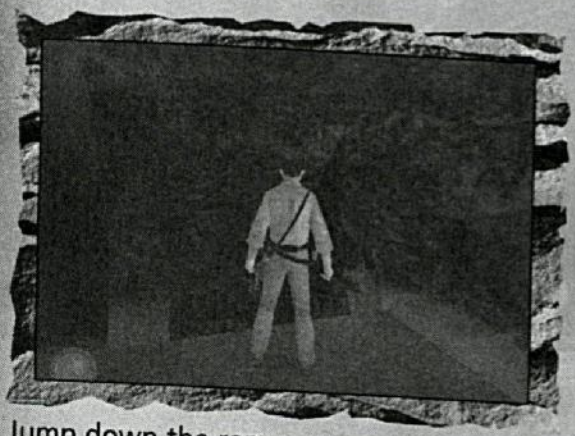


When you reach this junction, follow the left path.

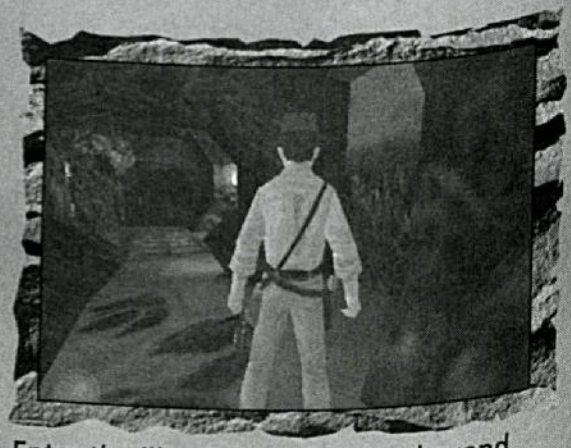
There is another treasure here.



Now return to the junction and take the other path.



Jump down the ramp.

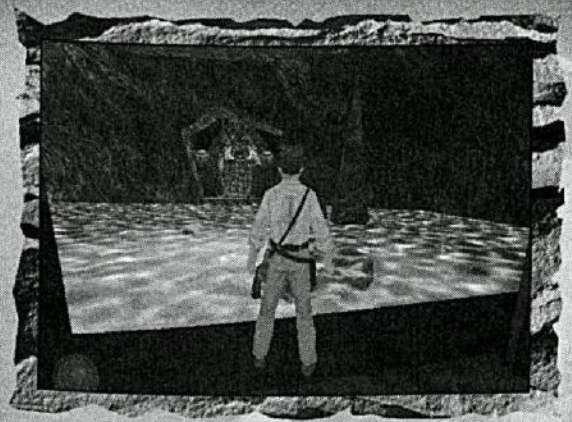


Enter the illuminated area just beyond.

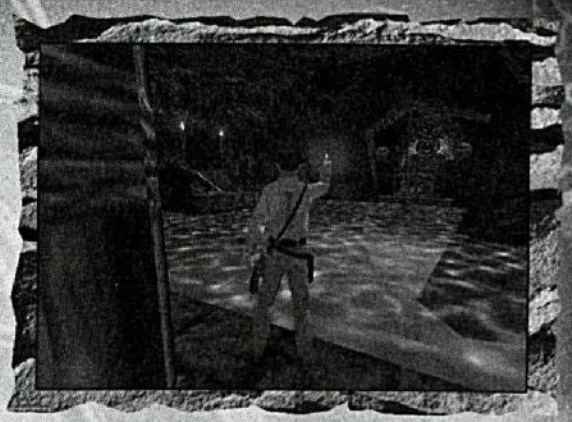
Two scorpions lurk in the passage beyond the lighted area. Get Indy's gun out and when you see the nasty arachnids, aim and fire.

Continue down the passage to a developed area with an interesting view.

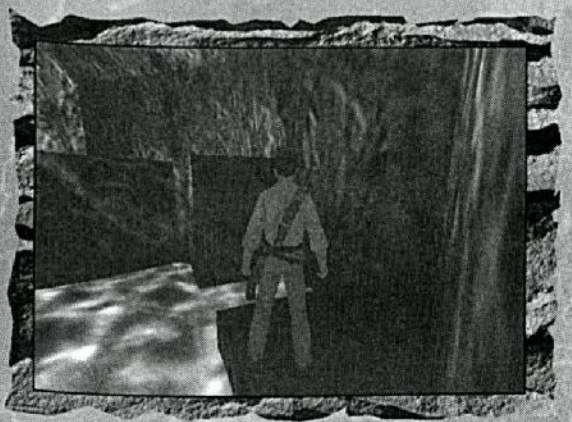
PALAWAN VOLCANO



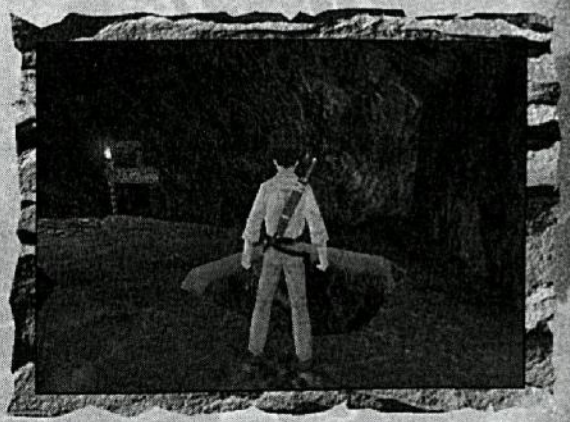
An inlet creates a small lagoon here.



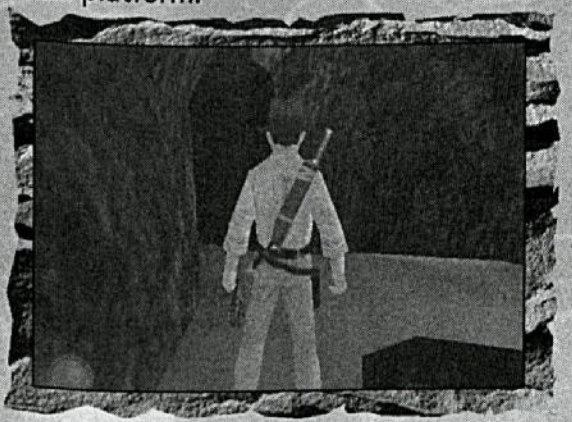
Get out your machete and dive to the left, prepared to encounter biting fish. Swim left, toward the far side of the platform with the two tiki torches.



Leave the water where this block meets the wall on the other side of the platform. Take a standing jump from the edge to the block ahead, and from there to the main platform.

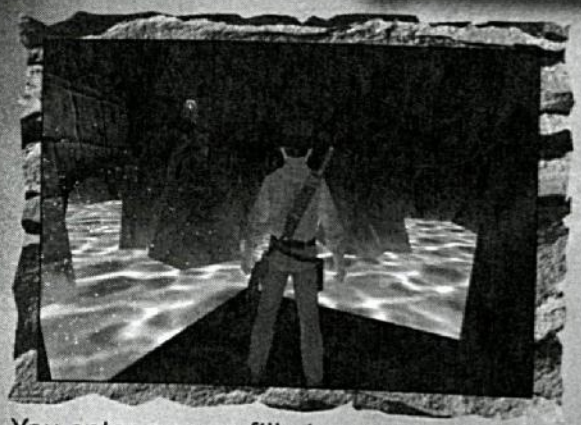


Jump into the hole ahead. Then swim forward briefly and ascend to leave the water.

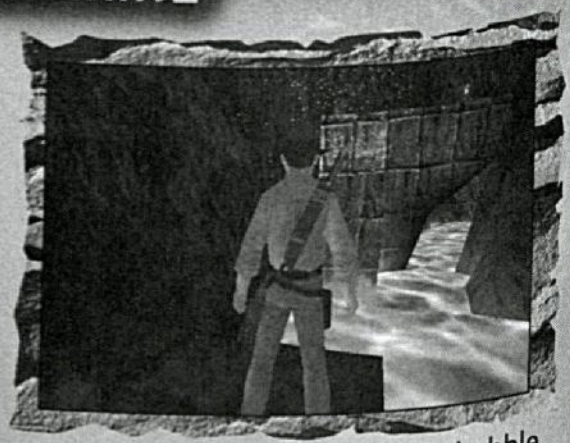


Leave this small room via the door ahead.

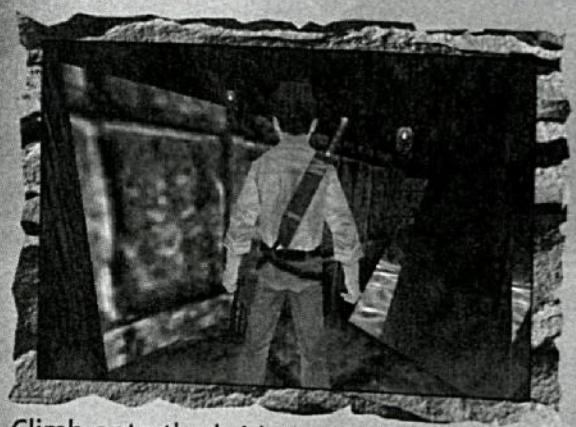
Descend these steps.



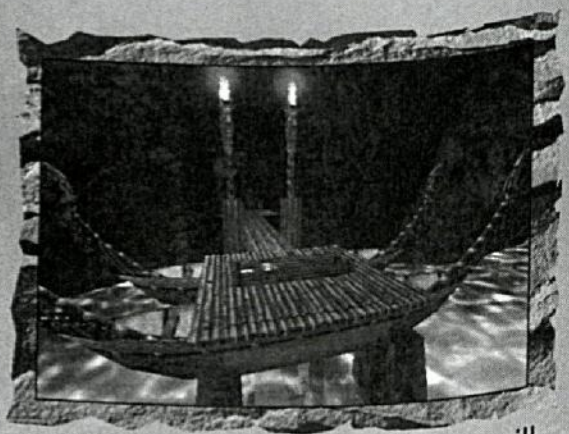
You enter a room filled with bubbling lava: if you fall in, you'll die. You must jump from block to block around the walls, but time your jumps carefully. Wait until the lava bubbles and bursts, and then jump.



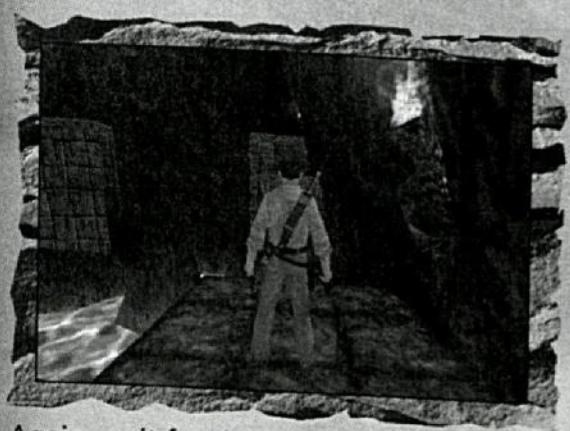
At this first platform, wait for the bubble, and then take a running jump to the next block.



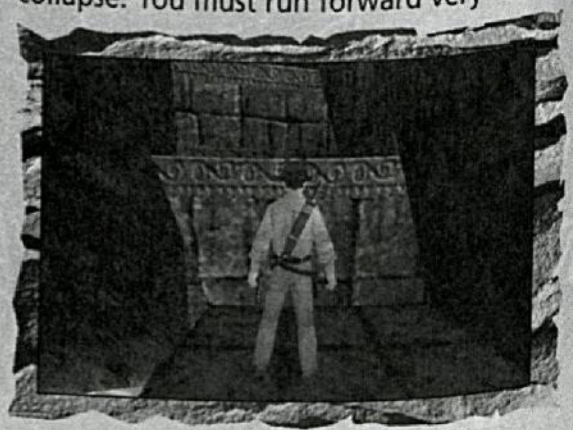
Climb onto the bridge.



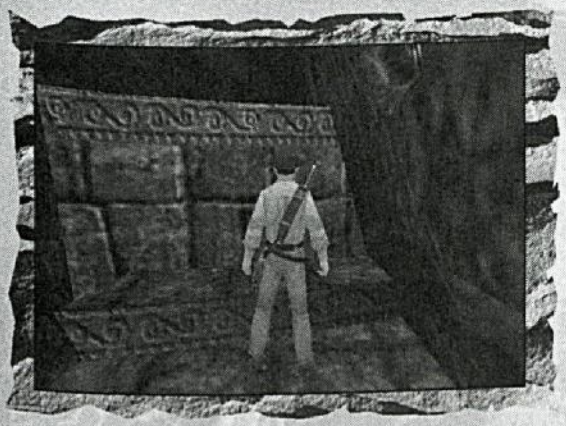
The off-colored section of the bridge will collapse. You must run forward very fast.



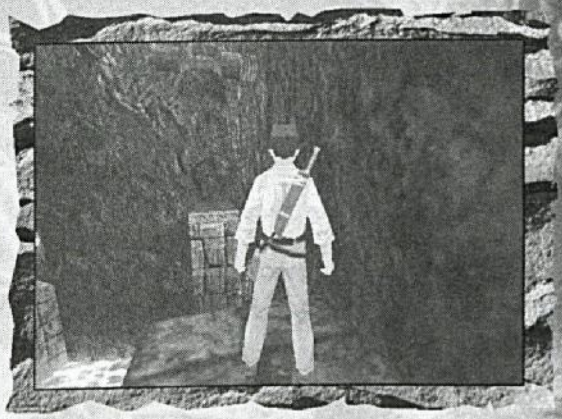
Again, wait for the bubble here. Then execute a running jump to the next block.



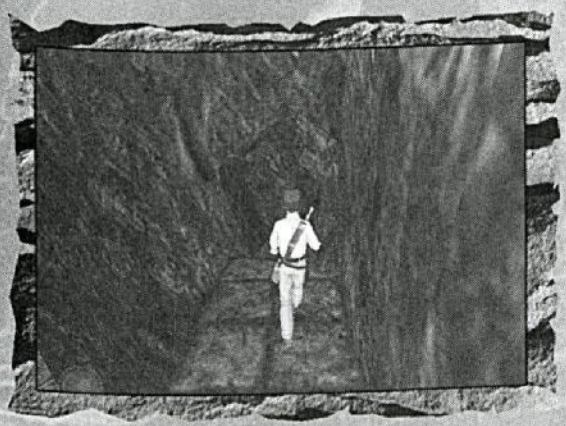
It's a simple climb from here.



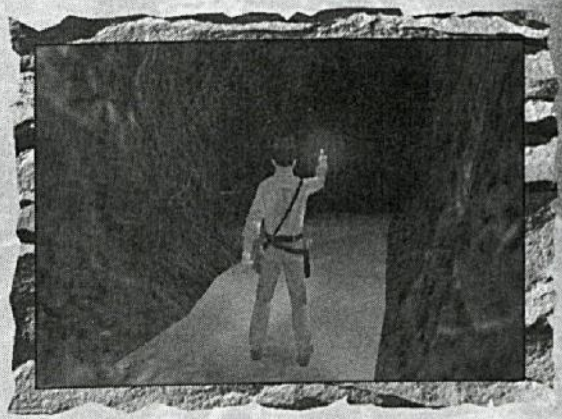
Climb again.



Yes, it's time for a whipswing: but there's more. As soon as you land, you must run into the alcove ahead to avoid a rolling boulder.

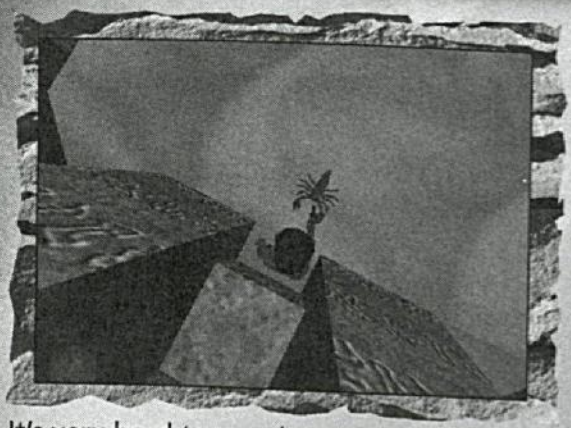


Sanctuary!



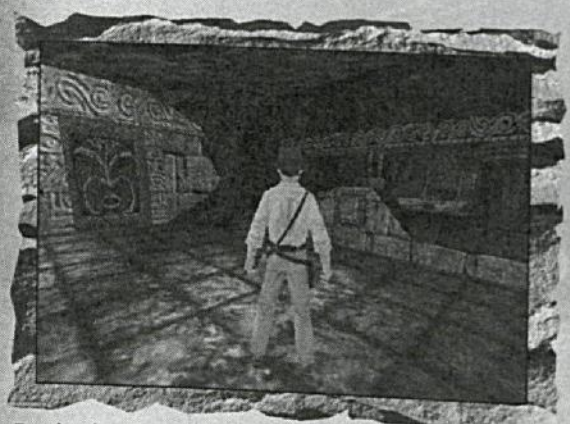
After the boulder passes, follow its path to find another path off to the left.

When you grab the treasure here, be prepared to turn and shoot: a scorpion will come up from behind. (If you have no health remedies left, think twice about grabbing the treasure at all.)

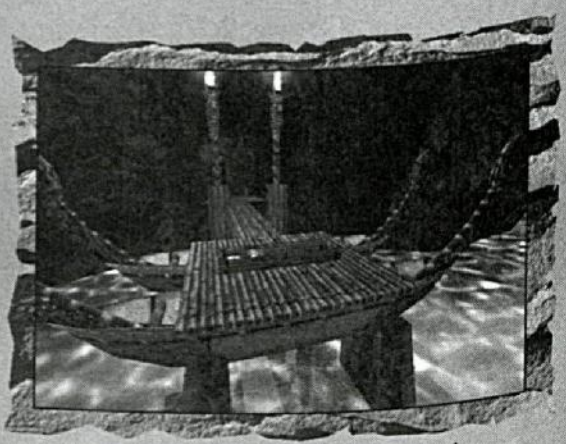


It's very hard to get the scorpion before it gets you.

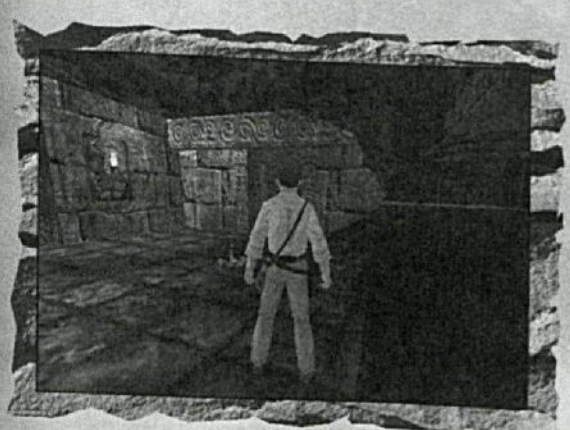
Leave the chamber through this door and jump into the hole beyond.



Push the button in this interesting room.



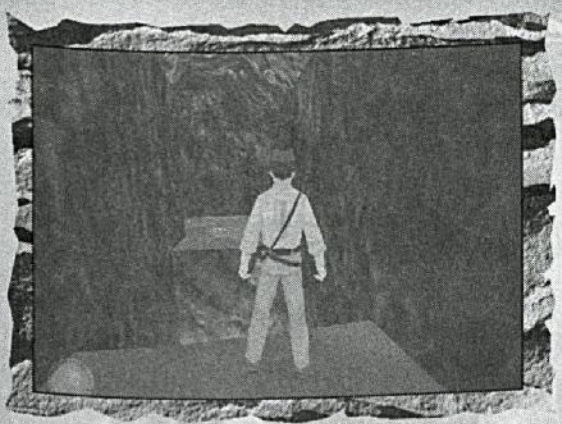
This launches the funeral boat in the next room...



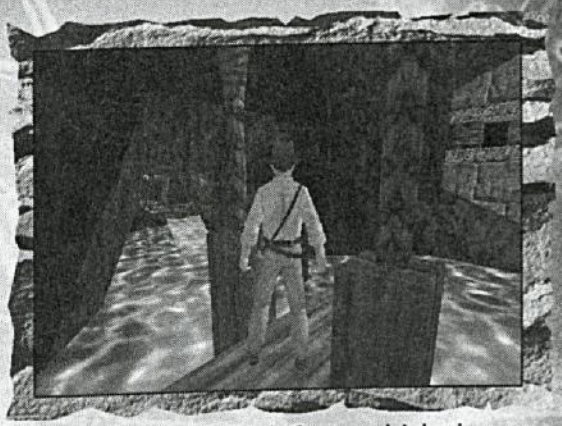
...and frees two scorpions.

Eliminate the scorpions and move on. There's a treasure in the alcove to the right in the next room.

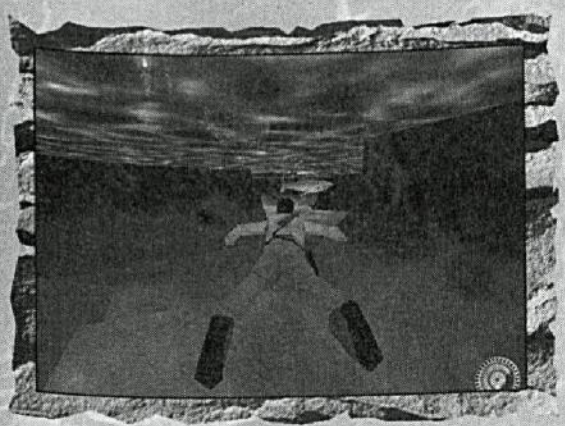
PALAWAN VOLCANO



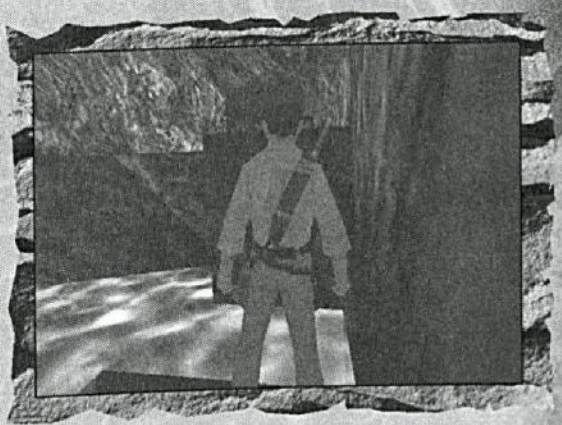
Round the corner to spot another scorpion on the far side of a pit. Kill it before you perform a running jump.



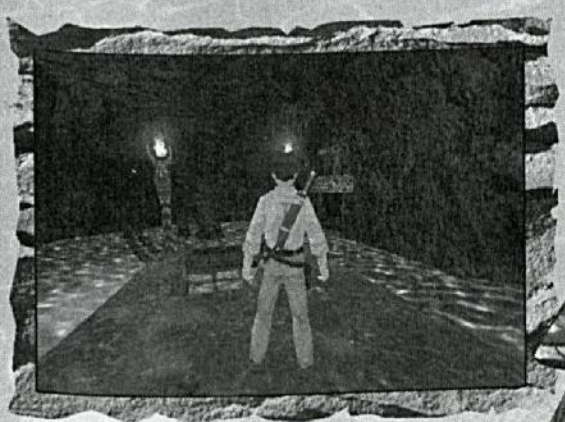
You land on the dock from which the funeral boat departed. The boat has moved on. To reach it, you must swim to the block on the far side, where you left the water earlier. You really need your machete this time: sharks now infest the water with the biting fish.



Avoid the sharks.



You perform the same jumps to the main platform as before.



Descend the steps ahead.

Perform a simple forward jump onto the boat.

On the boat, take the strange key from the coffin.

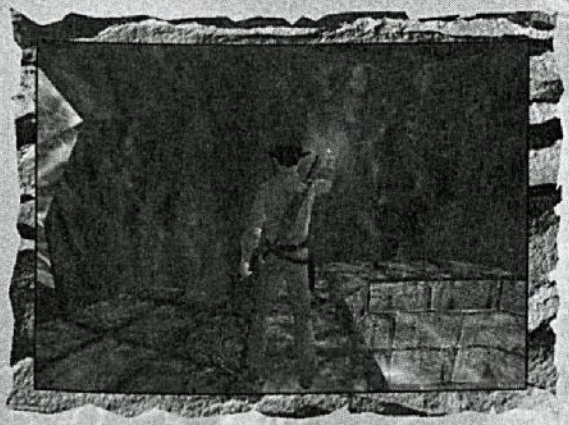
Time for another swim: get out your machete. Dive in and swim underwater to enter a hole ahead and to your left.

This is the underwater hole, to the left of the rocks.

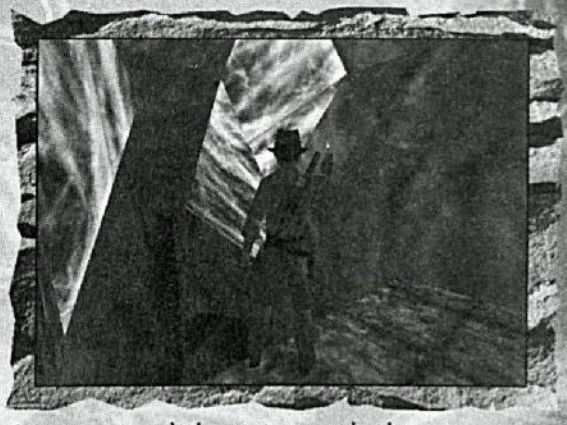
Bring up your onscreen map and follow the tunnel as shown. You'll confront at least one biting fish in this tunnel.

At this point on the map, swim forward and up to exit the water.

PALAWAN VOLCANO



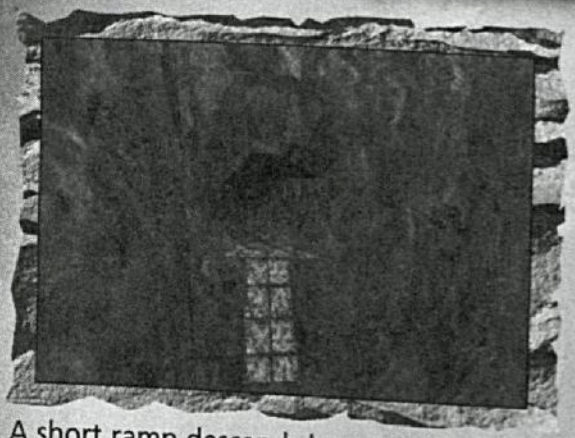
You emerge from the water in this room; shoot the spider.



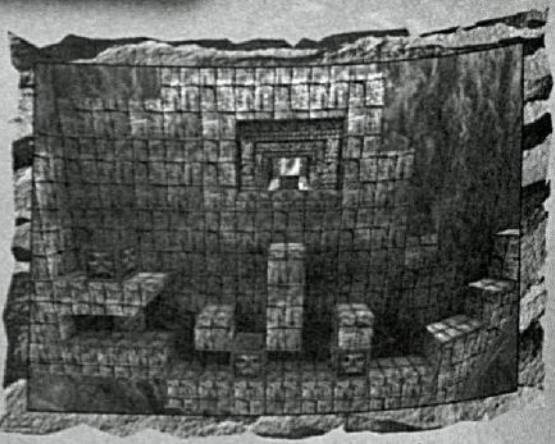
Jump several times to reach the lower level.

Shoot the spider lurking at the bottom.

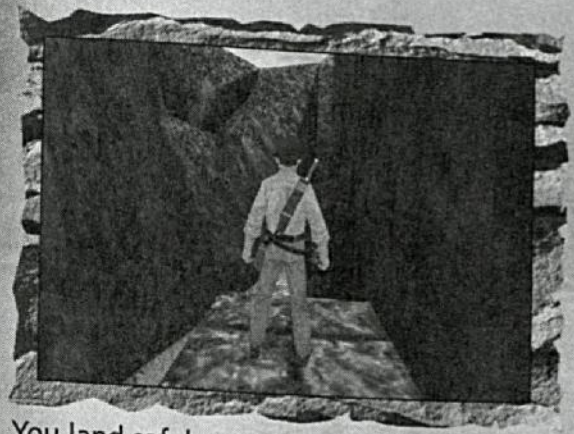
You enter a larger room where you must leap forward. It's not simple, though, as the next screenshot shows.



A short ramp descends beyond the edge where Indy stands. Save here, and then start running forward; as soon as you start down the ramp, jump forward.



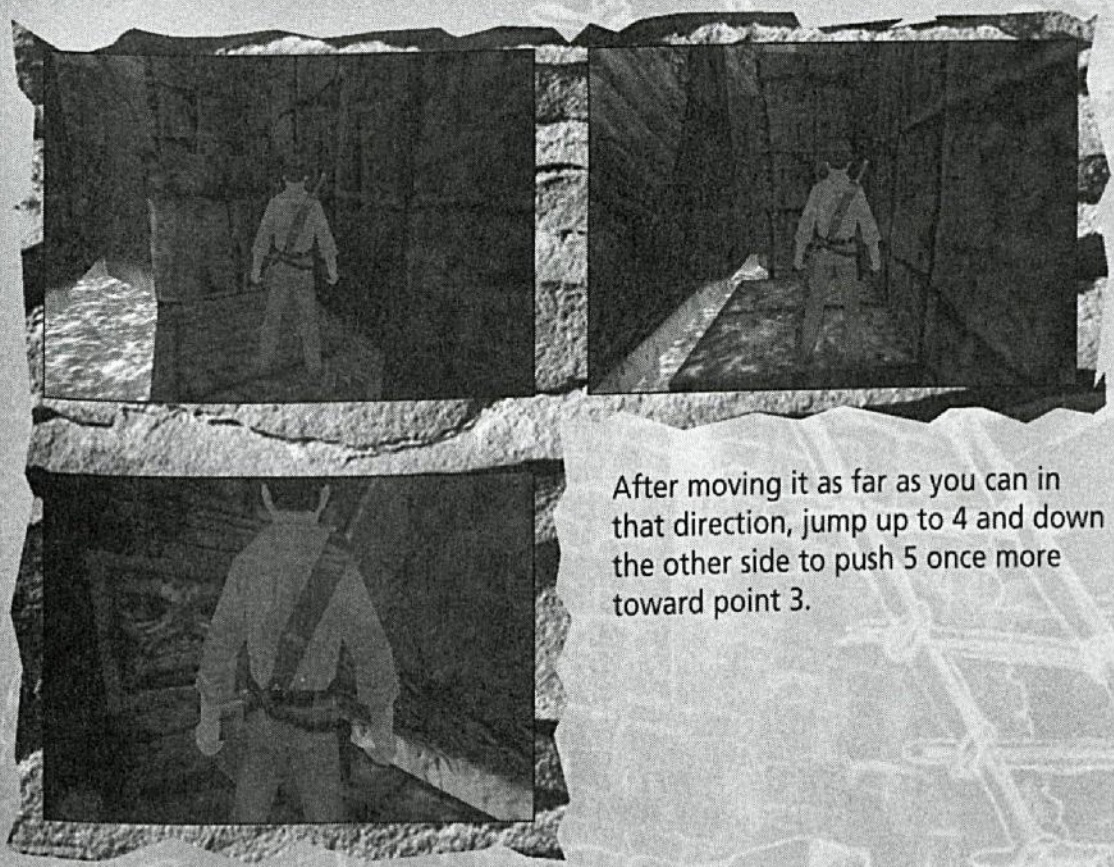
Indy can use this map to trace his movements through this room.



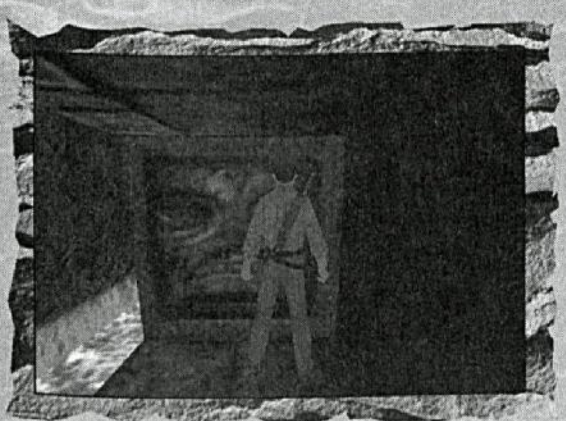
You land safely at map point 1. It's an easy jump down to 2.

From 2, jump down to the next platform, and from there to the base level at 3.

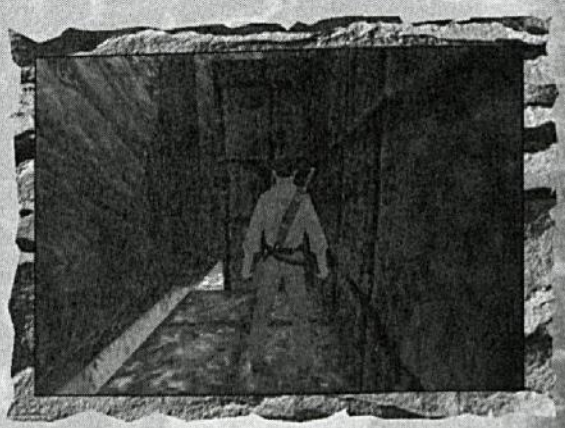
Now move block 5 backward toward block 3.



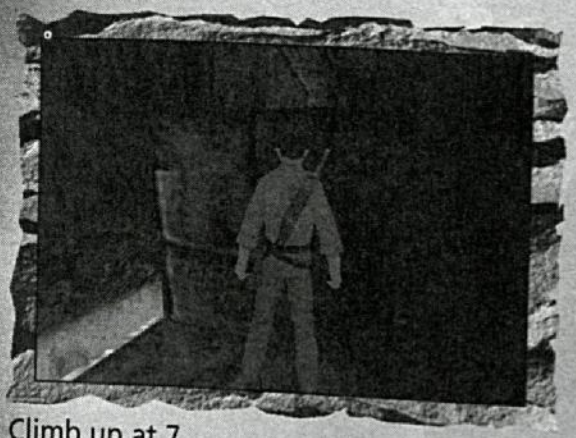
After moving it as far as you can in that direction, jump up to 4 and down the other side to push 5 once more toward point 3.



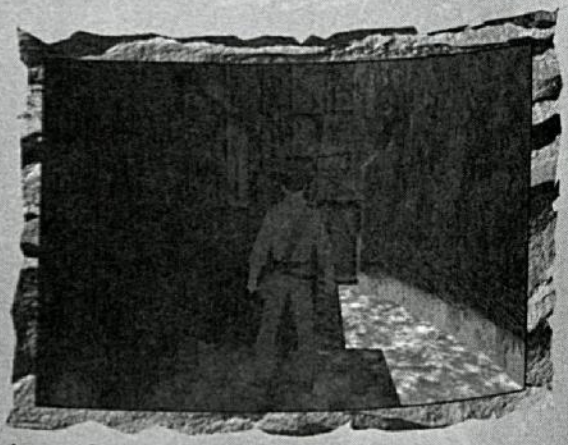
Jump over 4 and pull 6 until it's under 4 as 5 was originally.



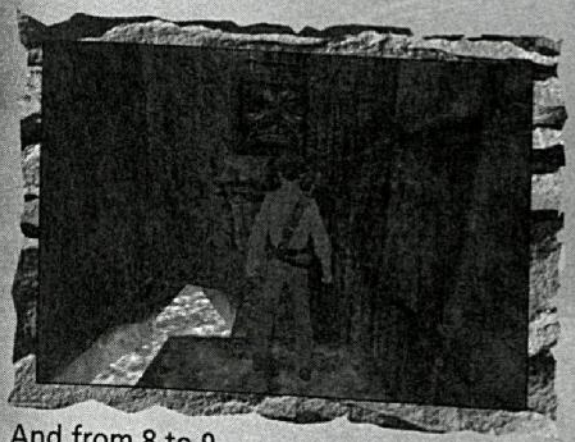
Indy should climb over 4 one more time, jump down from 4, and he has a clear shot toward 7.



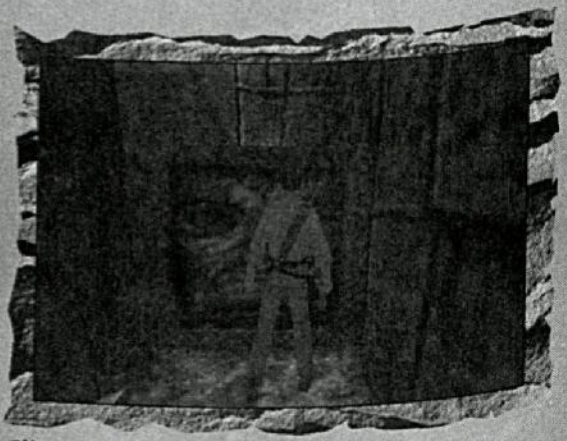
Climb up at 7.



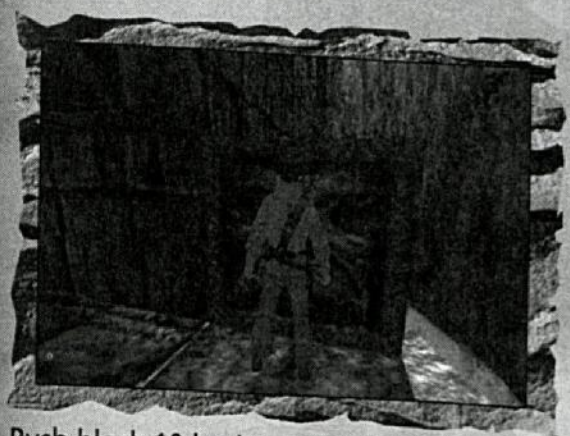
Jump from 7 to 8.



And from 8 to 9.

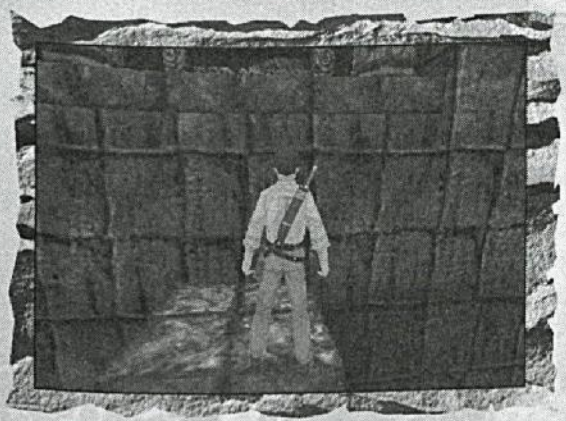


Climb over block 10.



Push block 10 back to position 9.

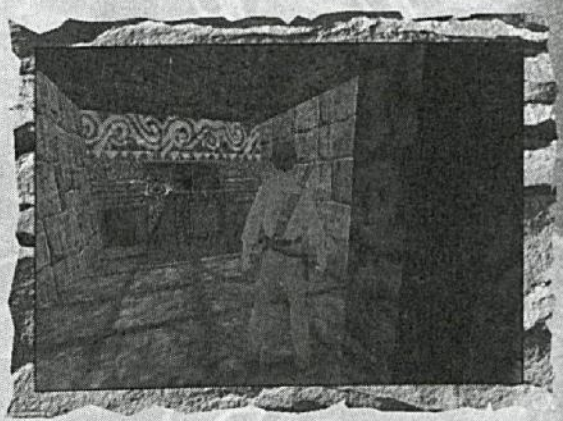
From atop block 10, perform a running jump to the top of 11.



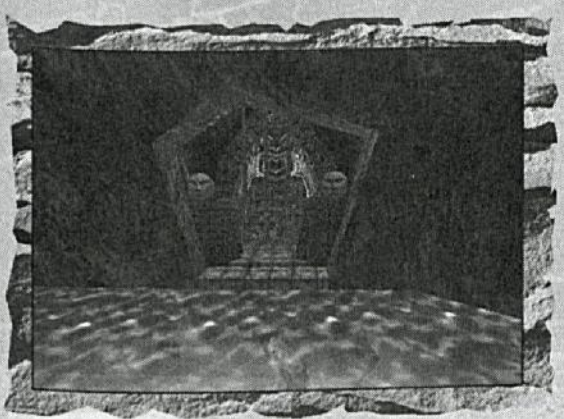
Climb from 11 to 12, prepared to shoot spiders.

At least four spiders lurk in this area. Draw your gun. Fire anytime Indy aims at something. When he stops aiming, walk forward; if he aims again, shoot.

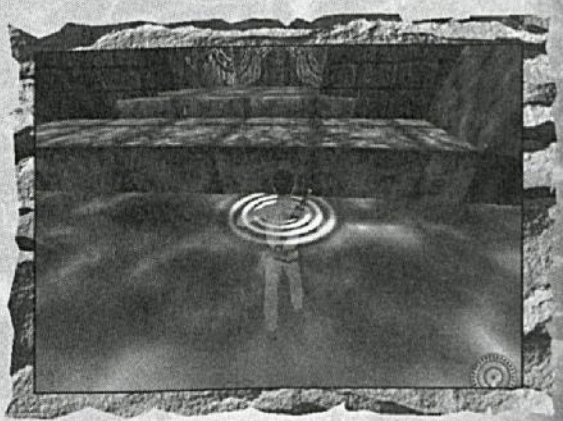
Cut the spiderweb.



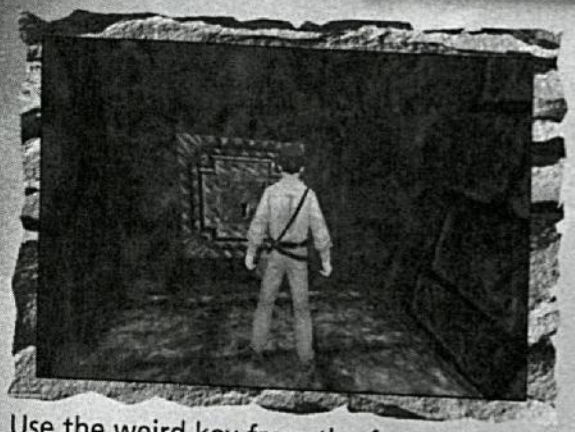
Enter the room beyond.



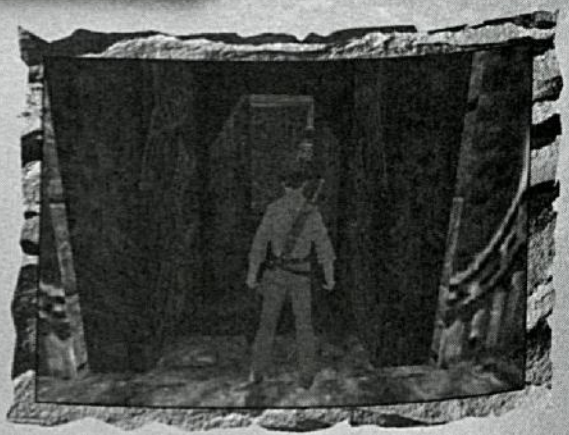
Press the button here to open the gate in the lagoon room. Get out your machete and dive from the window into the lagoon. Swim to the gate.



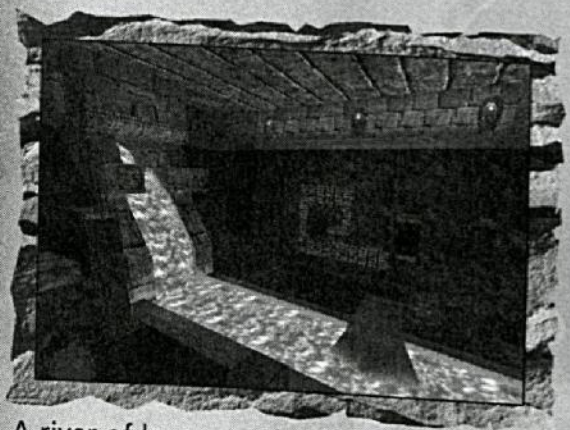
Climb out at this ledge.



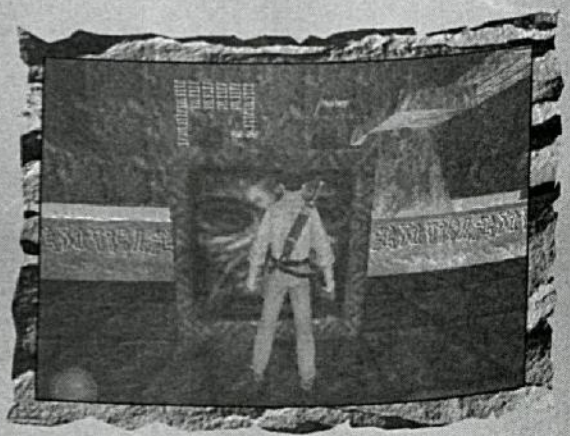
Use the weird key from the funeral boat here.



Pass through the unlocked doors.



A river of lava runs through the middle of this room. Your goal is to reach the door on the right side of the upper platform across the room. But that door is locked right now.

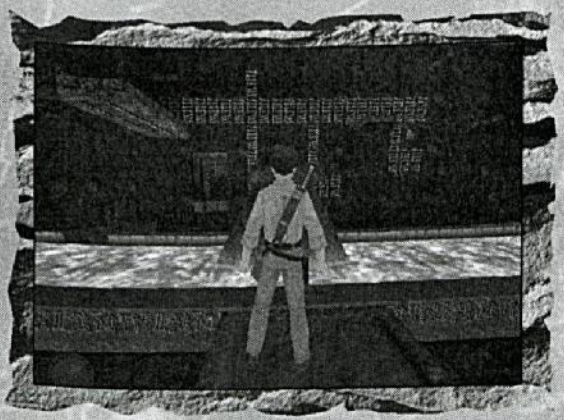


Move this block to the right so you can jump from it to the platform in the middle of the lava river.

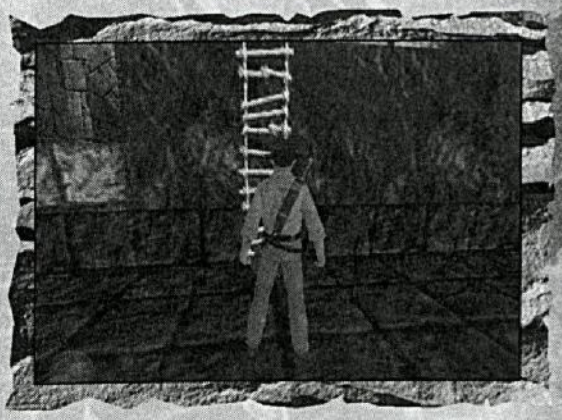
Place the block over the lighter-colored area.

From atop the block, perform a running leap to the center platform, and from there, another running leap to the other side of the lava river.

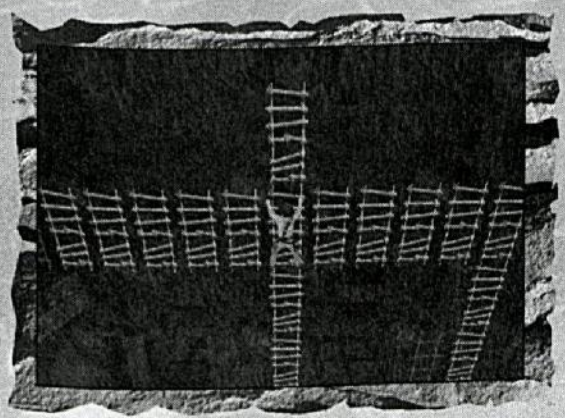
Now do the same thing with the block on the other side: move it to the lighter spot on the floor.



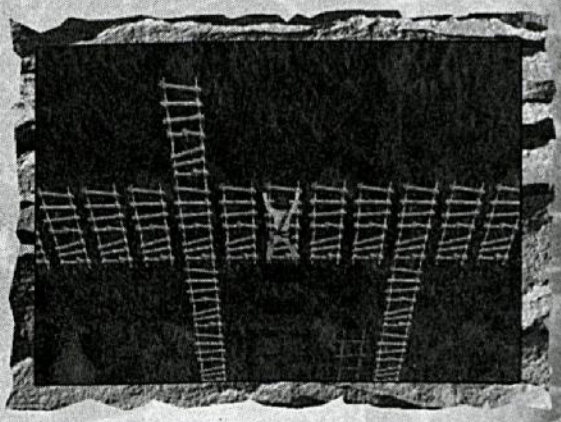
Make a running jump from this block back to the center platform, and from there back to the original side.



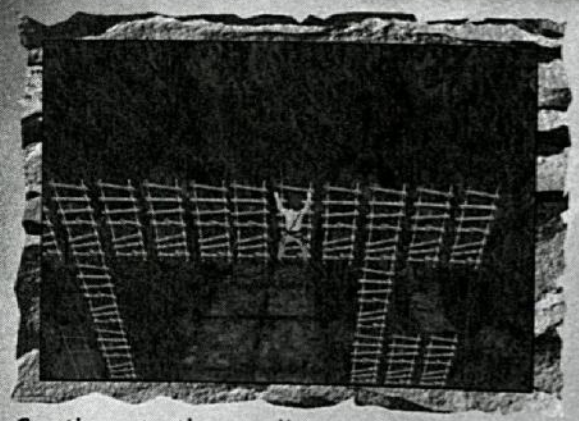
Climb this ladder near the room's entrance.



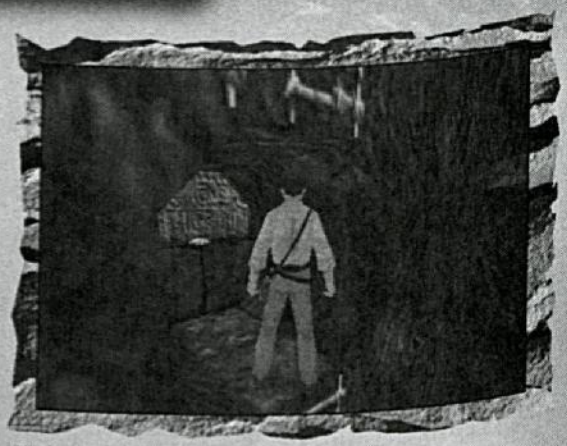
Go right at this ladder junction.



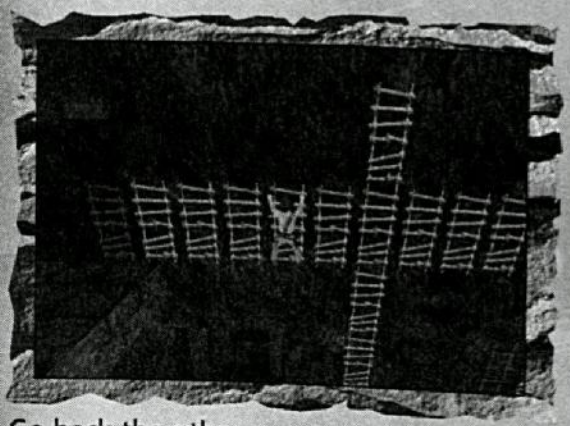
Continue to the right.



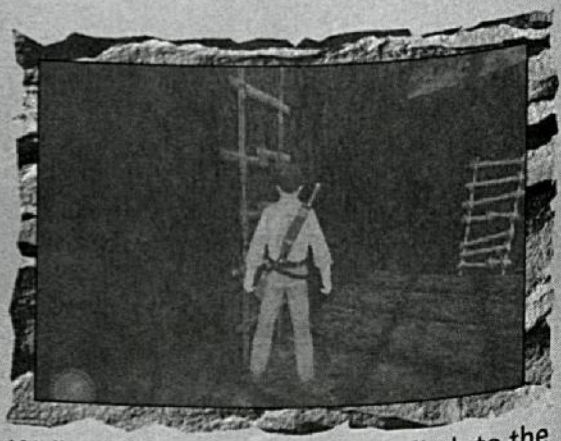
Continue to the small, roundish hole on the right.



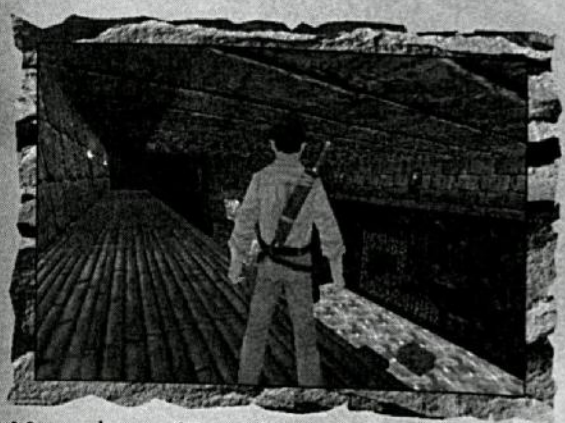
Pick up the treasure inside.



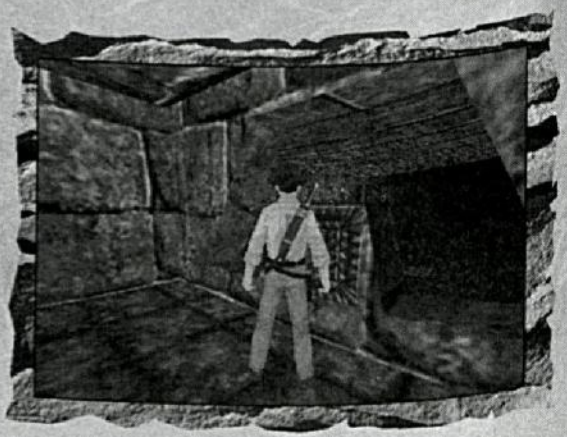
Go back the other way to the platform on the left.



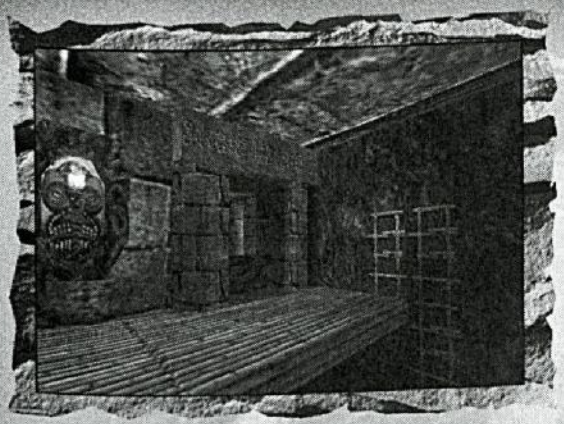
Walk to this other ladder and climb to the next higher platform.



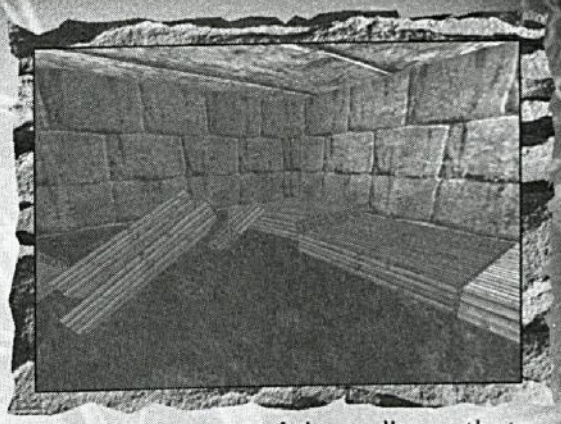
Move down this walkway to the little room at the end between the two walkways.



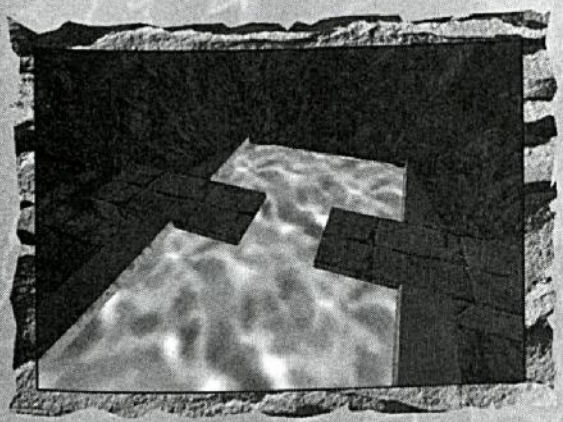
Push the button inside.



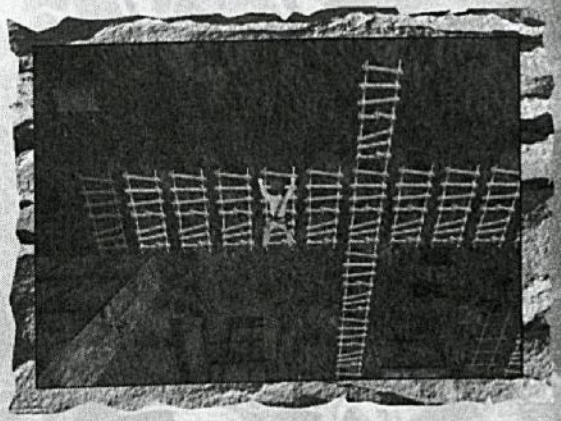
This opens the exit door...



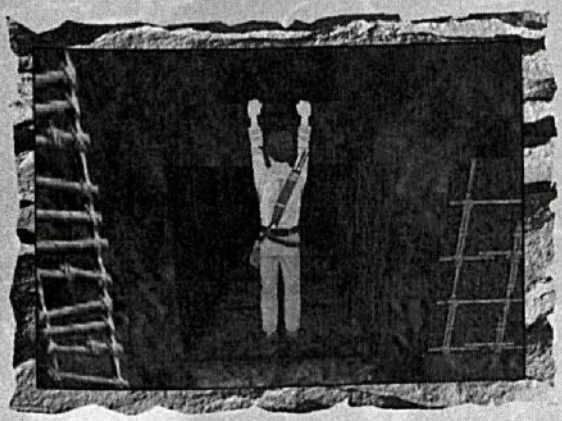
...but destroys part of the walkway that leads there...



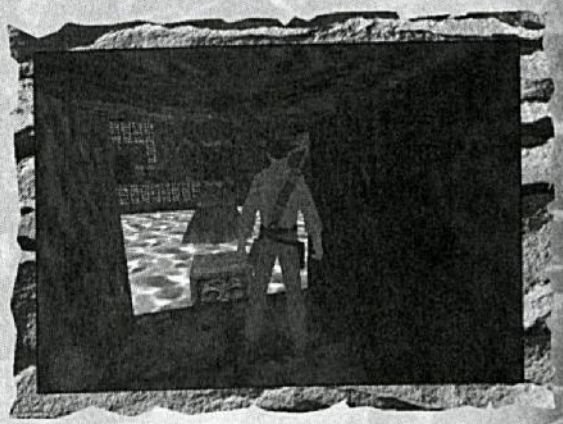
...and floods the floor with lava. Return to the walkway and descend the ladder to the platform over the door.



Move just to the right of the junction shown here to the hole in the wall with the two slots in the wall above. Drop from the ladder, but keep your finger on the Action button and hit it again very quickly to grab the first slot.

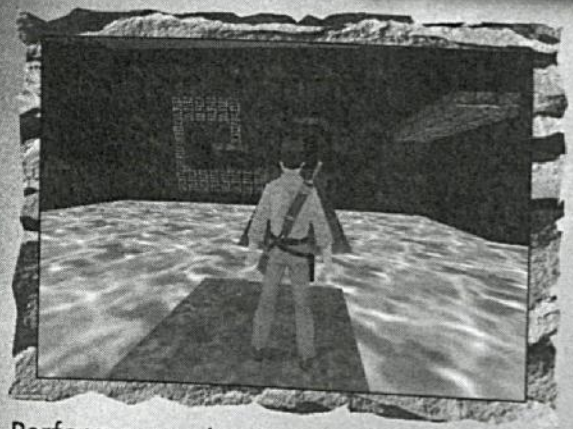


Use the same technique to grab the next slot and the lower sill of the door below.

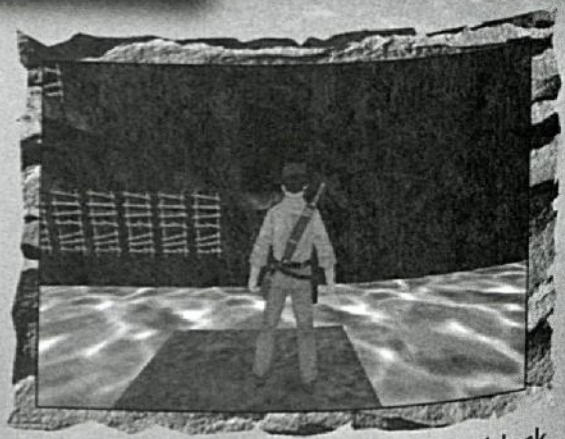


Indy should turn around (save here) and take a running jump to the block below.

PALAWAN VOLCANO

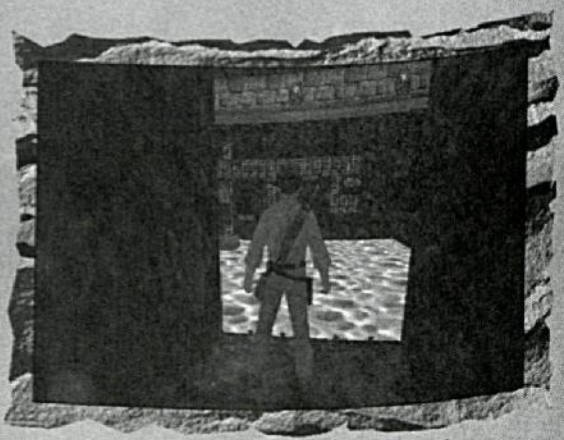


Perform a running leap to the platform, and from there to the block on the other side.

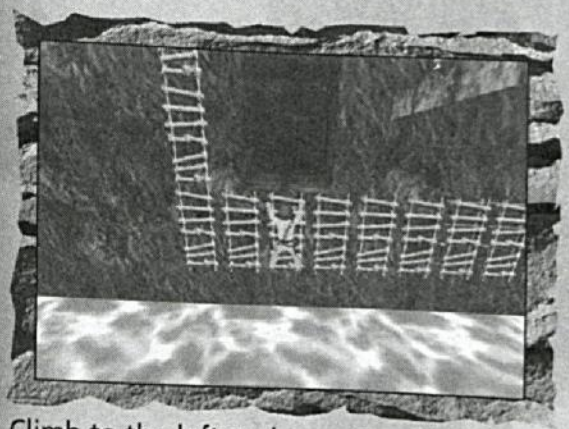


Now make a running jump from the block to the door in the other wall.

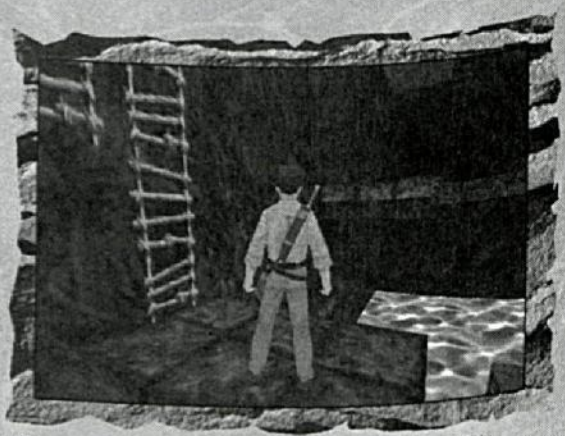
Follow the path beyond the door.



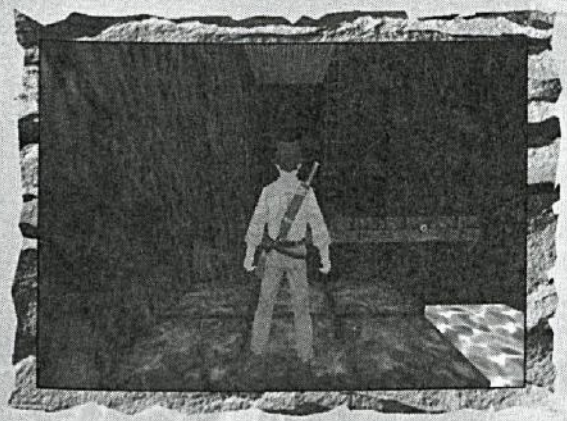
At the next door, turn around and descend the ladder.



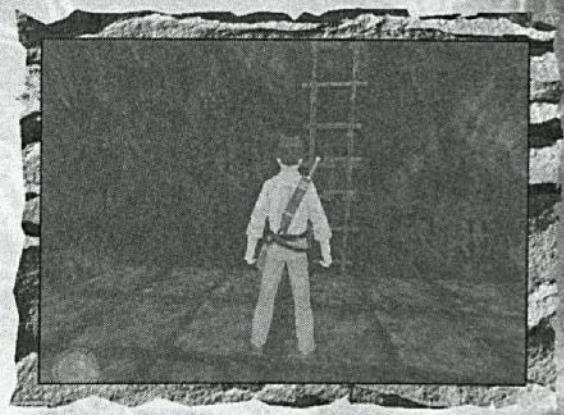
Climb to the left and over the doorway.



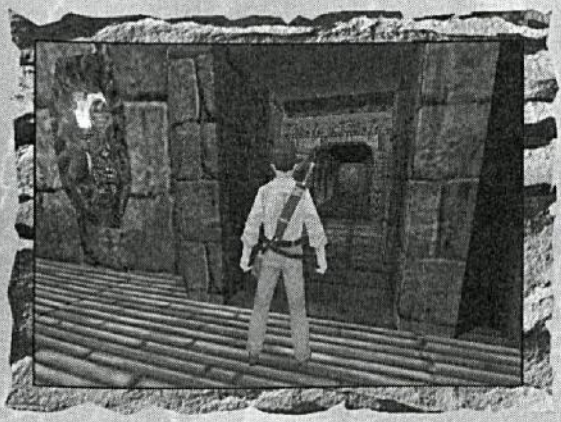
Move to the right and descend to this platform. From here you can make the next platform with a running leap.



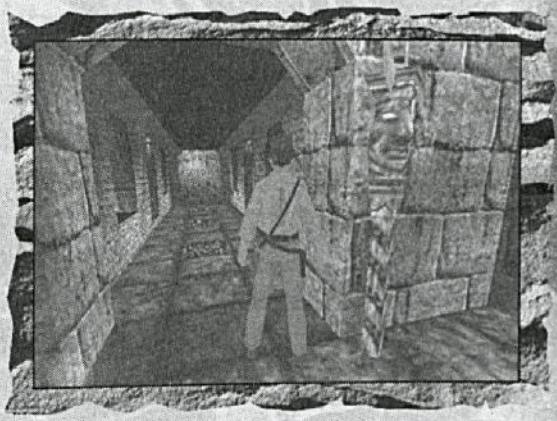
Perform another running jump to the next platform.



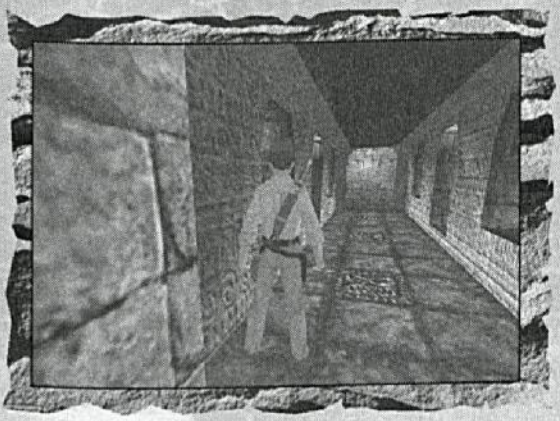
Climb the ladder to the upper platform.



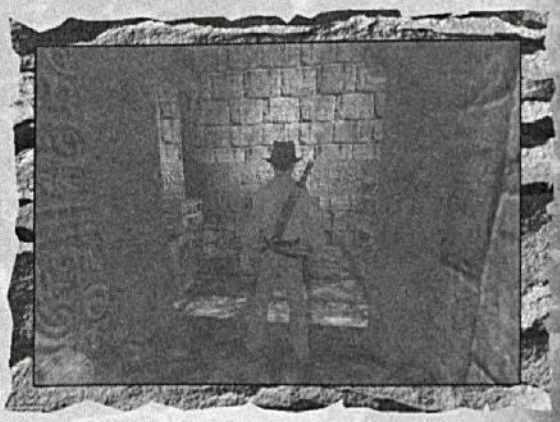
Now you can go through the door and leave the room.



You enter a creepy corridor.



Sidle along the edge, avoiding the gray blocks in the center.



The room beyond seems to have been used as a Russian supply closet.

Look up to spot Sophia, who kicks you down a ladder.

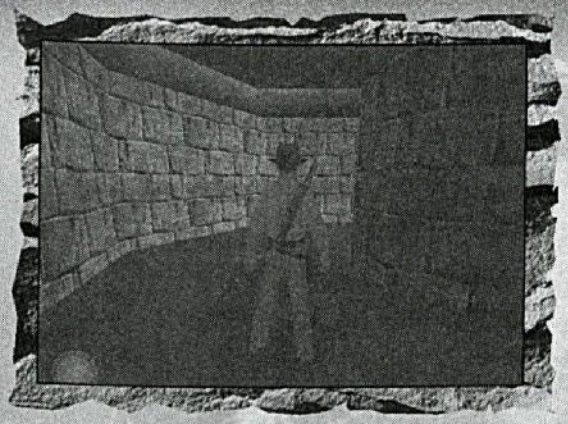
Before you climb the ladder, pick up the Trauma Kit and submachine gun. A grenade bundle can be found on the other side of the room.

Indy and Sophia have a nice talk. After she warns him about some mysterious danger ahead, a Russian captures her.

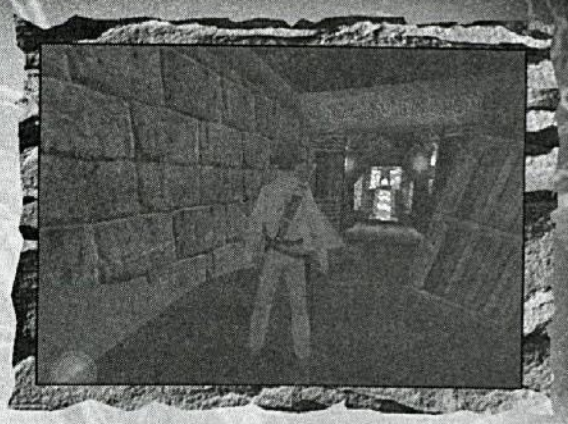
Draw your gun quickly: more Russians will come through the door.

Beyond the door, expect one or two more Soviets to appear through the door on the left.

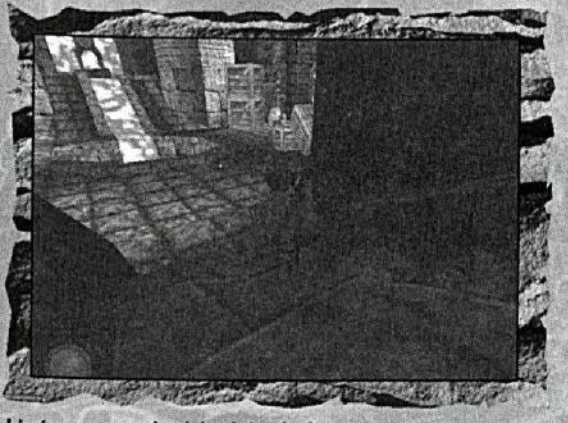
However, a Trauma Kit and a First Aid Kit lie inside the door on the right.



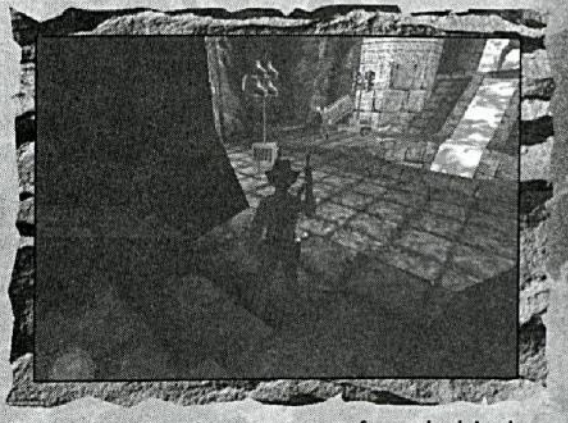
When it feels safe, go through the left door. Keep your gun drawn, however, because more Russians wait close by.



At least one Russian stands on either side of the door to the room ahead. Roll forward through the door and try to pick off the one on the right first.

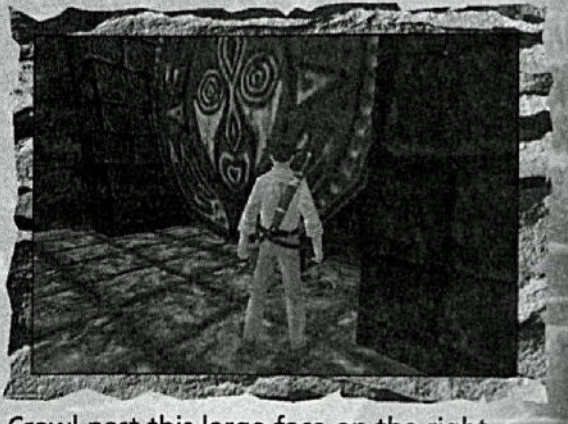


He's concealed behind the two crates on the right.

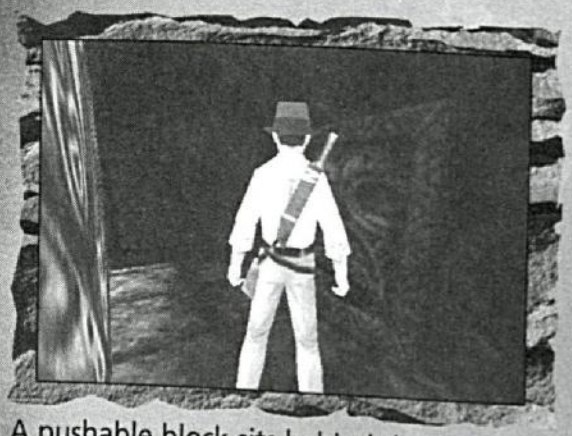


The other Russian runs out from behind a door on the left.

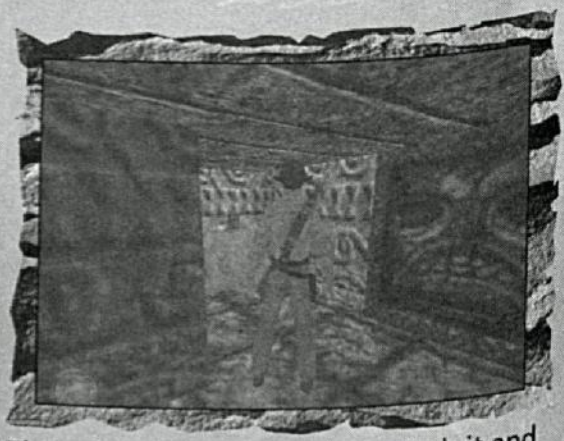
More will come through this door. Go through and around the corner to eliminate any surprises; then return to this room.



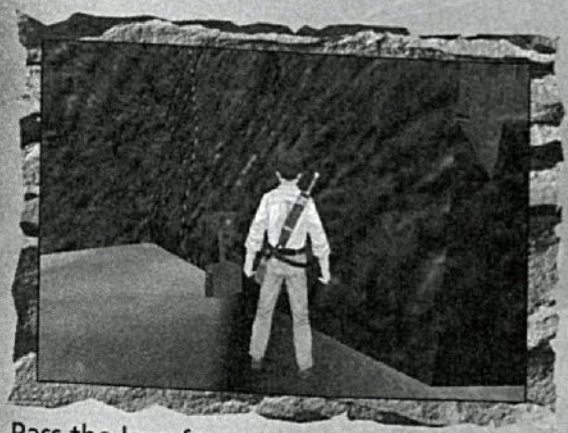
Crawl past this large face on the right.



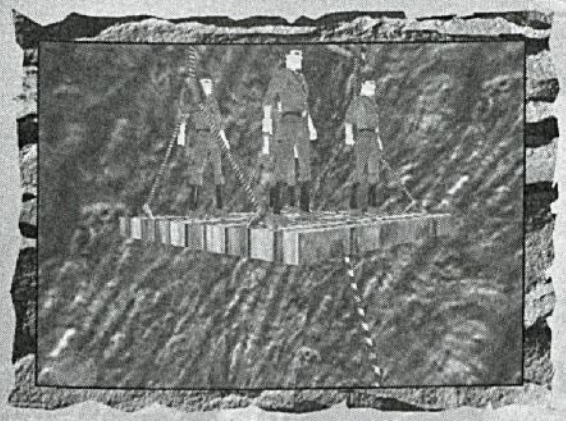
A pushable block sits behind the face. Shove it twice.



There is yet another treasure. Grab it and return to the main chamber.

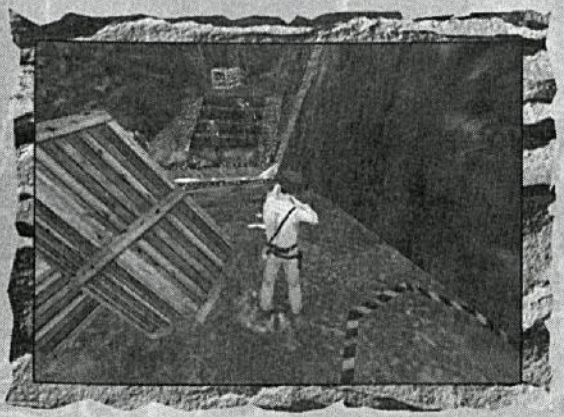


Pass the lava fountain with the statue in the main room and go through the door on the left, where the soldiers came from. (Save here.) Indy finds a lighted button for elevator control; activate it.



The elevator descends: it must be the Soviet express.

Wipe out all four soldiers. Then summon the elevator again, step on, and ascend.



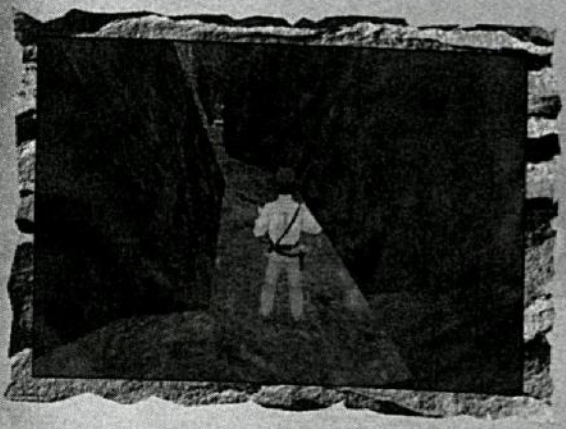
At the top, more soldiers greet you with bullets. Duck behind the crates for a moment of safety. If you have rifle ammunition, pick off the enemy from here, or try to hit the dynamite to take them all out at once. You should be safe from the blast here.

Jump over the lava flow and climb the stairs to this door. Open it using Urgon's Part.

Inside, stand on this side of the room and whip upward.

Climb to nab another treasure.

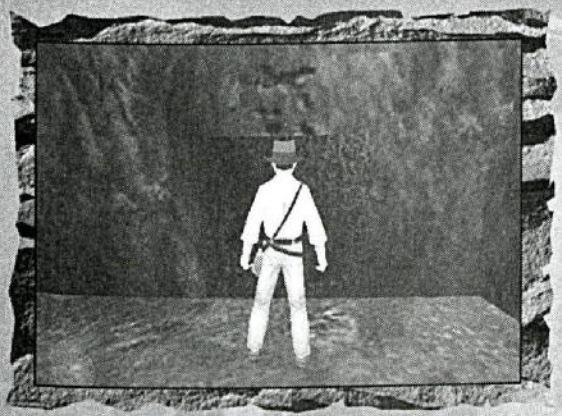
Back outside, descend the stairs and leap across the lava again. Descend the ladder at your feet here.



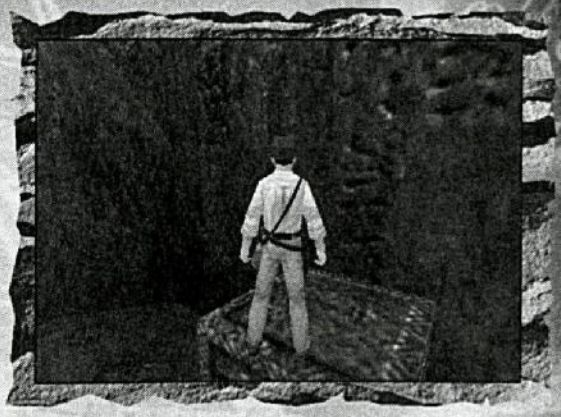
At the bottom, move down the path and around the bend to spot another group of Soviets. If you have the ammunition, the rifle is a good choice here: you have the range advantage. Lobbing grenades also works well. Four or five enemies lurk here, so make sure it's safe before you venture into the open.

Avoid detonating the dynamite canisters on the left: they are close enough to damage you.

Grab the key attached to this table, plus grenades and submachine gun ammo.

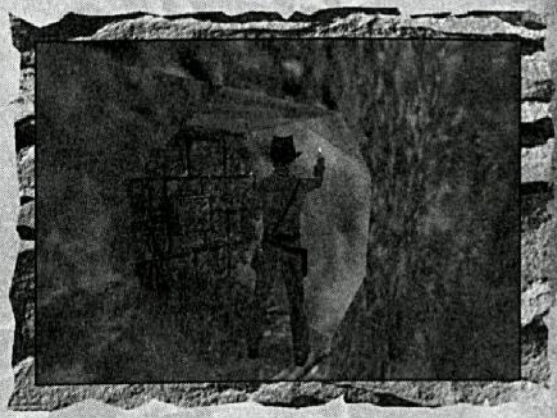


The vines here conceal a pushable block; pull it out.

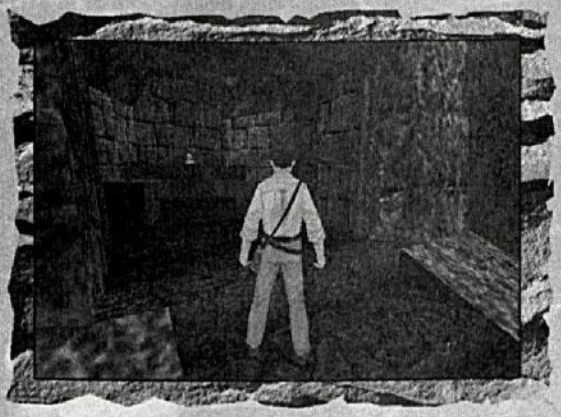


Stand on the block to reach the ladder on the wall.

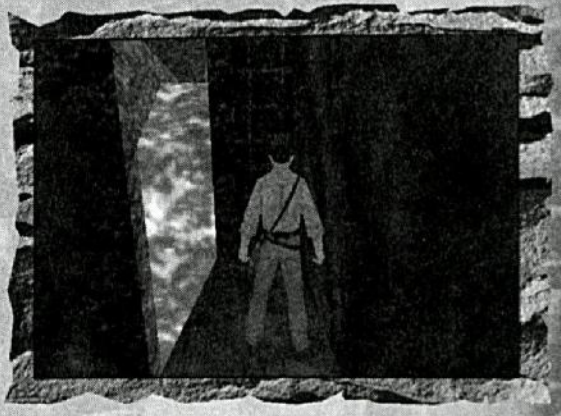
Now climb to the right, to below the hole; then pull yourself up to stand inside.



Surprise! There's no treasure, just a button to open the door below. Now jump down, climb the stairs, and investigate.



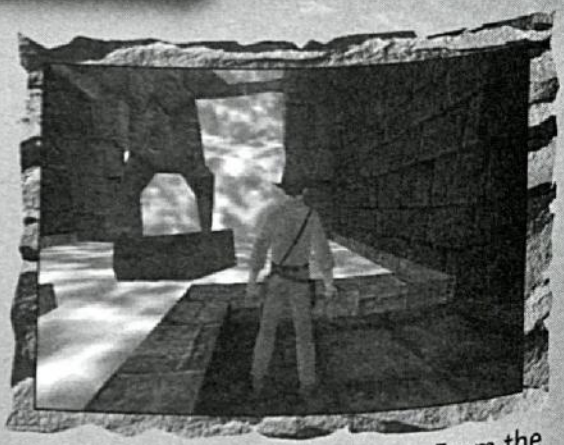
Here's the treasure.



Return to the ladder and prepare to descend in the elevator.

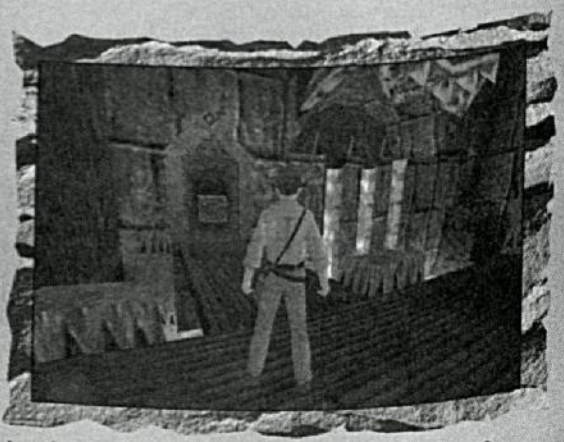
INDIANA JONES and the INFERNAL MACHINE

Activate the elevator and ride down.

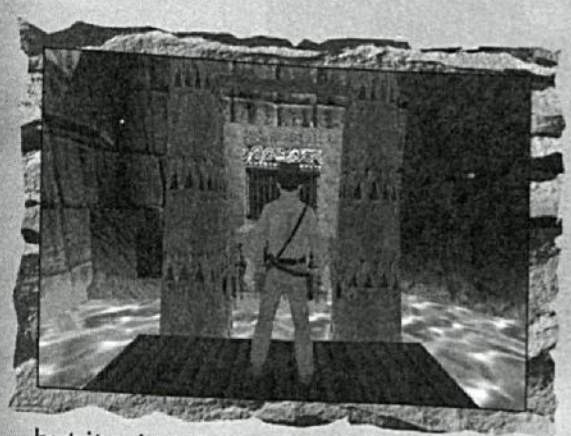


It's time to deal with this statue. From the right side, whip its right arm.

Kill the two scorpions down this hall.



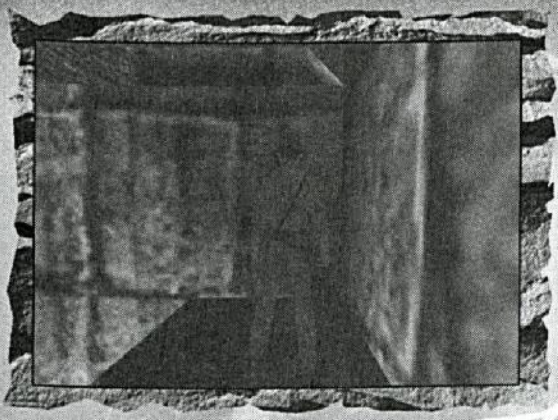
In the room at the end of the passage stands a large gate. You can try this button...



...but it raises the gate only briefly. You need help. Whipswing forward from here.

Take a running leap to the block against the wall.

PALAWAN VOLCANO

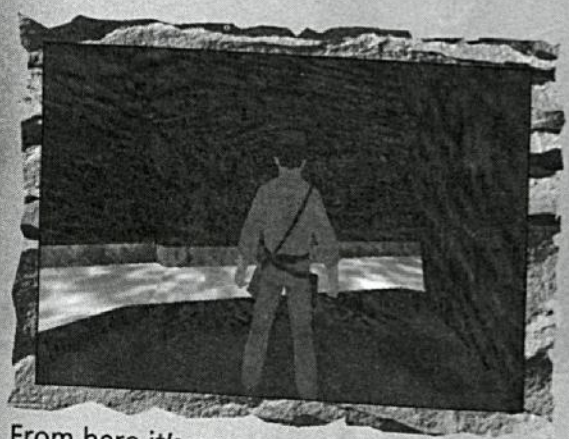


Hang from the ledge here and sidle to the left.

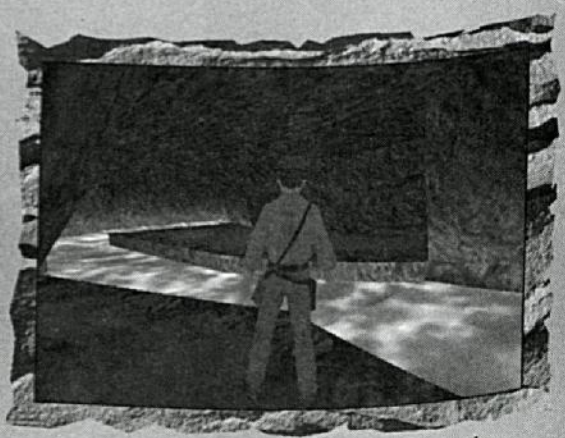
INDIANA JONES and the INFERNAL MACHINE

Climb up here.

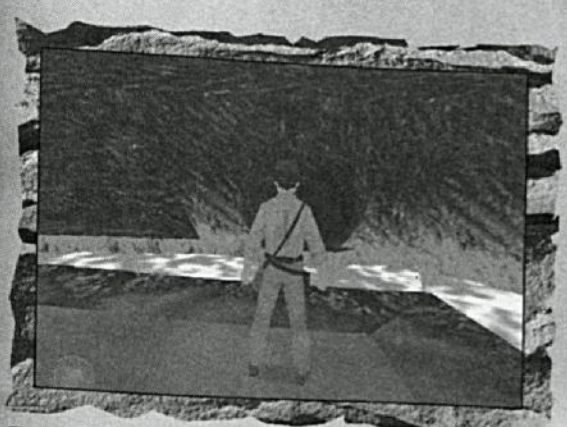
Walk back along the bank of the lava river.



From here it's an easy jump forward to the other side.



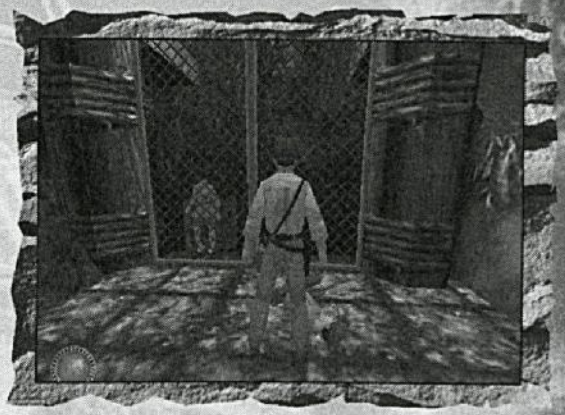
And another easy forward jump at the sharp angle of this turn.



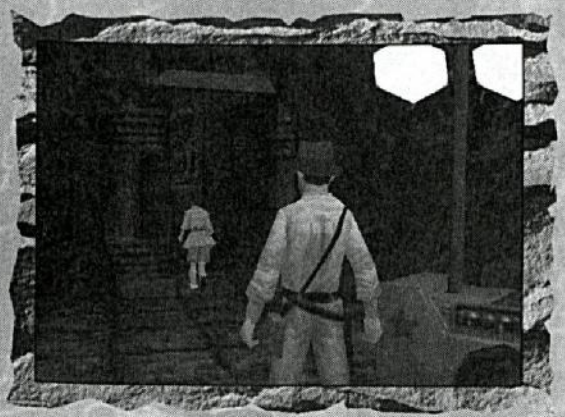
From here the jump target is easy. It's that round doorway across the river.

Walk down the dark passage, draw your gun, and then jump down the hole at the end.

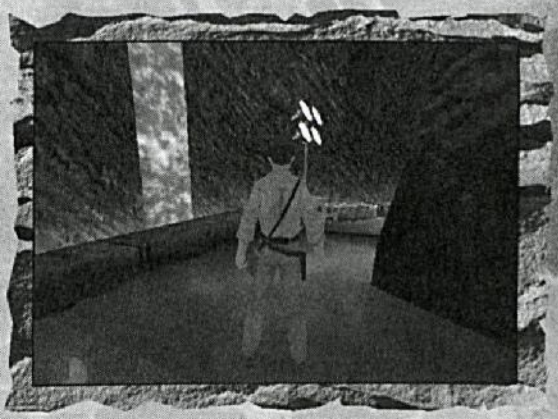
Slide down the slope to encounter another trigger-happy Russian.



And here's Sophia, who looks less than happy. Maybe that aluminum key from the table will cheer her up.



Sophia runs out, naturally. But she doesn't lock the door behind her, so follow.

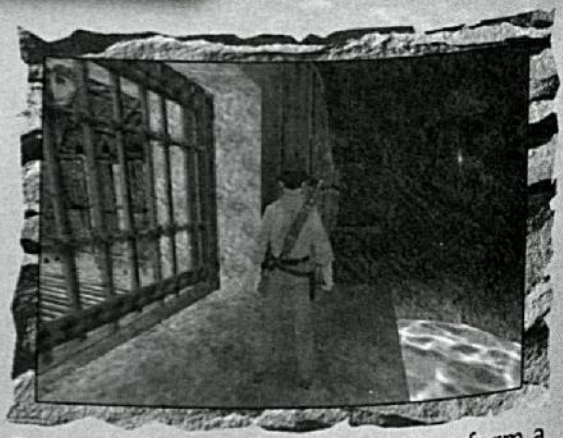


You come out here, but you want to return to the room with the big gate.

Sophia stands near the button. Talk to her and she'll agree to push the button after Indy whipswings.

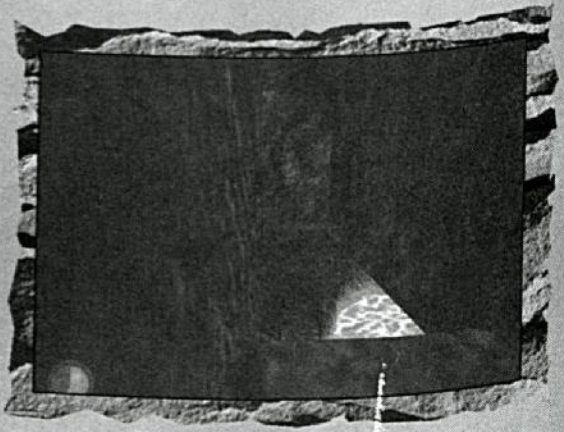
Give Sophia the go-ahead.

You make it through the gate, but apparently Sophia has other things to do.

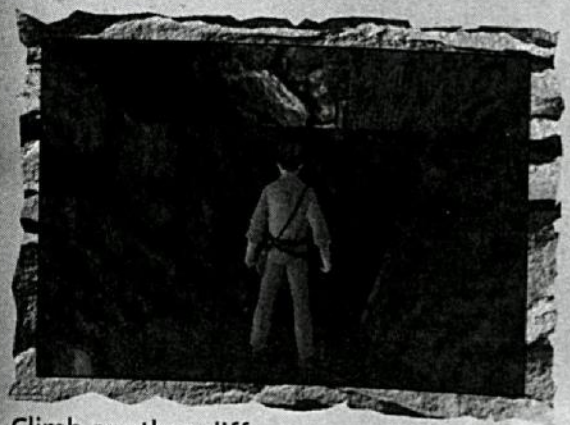


Turn to the left of the gate and perform a running jump to the block near the wall.

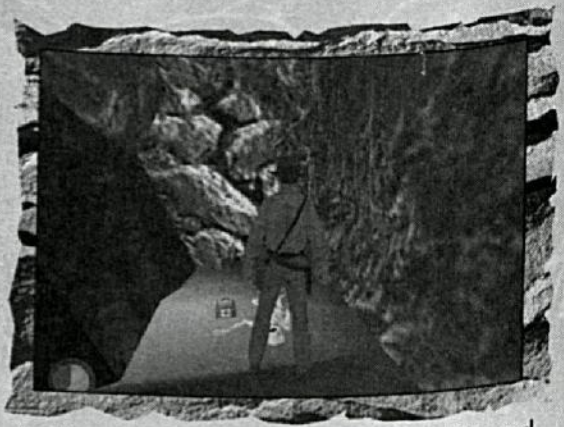
Now jump and climb onto the block ahead.



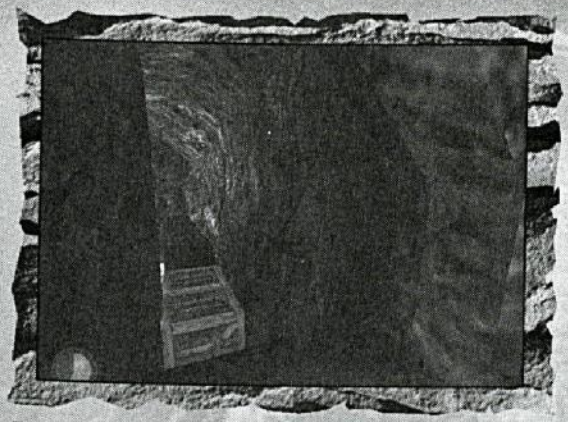
Atop the block, turn around to spot another block you can reach with a running leap.



Climb another cliff.

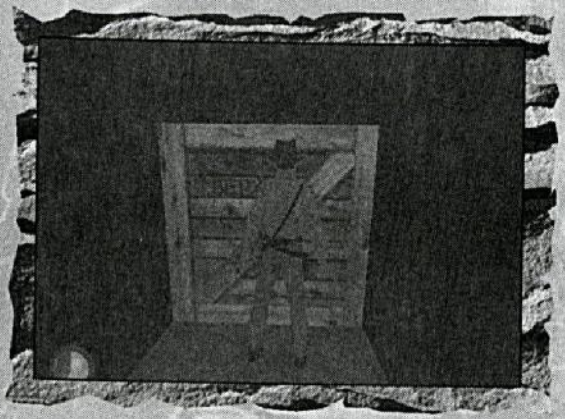


At this point, pick up the Trauma Kit and use Urgon's Part on the crack in the wall.

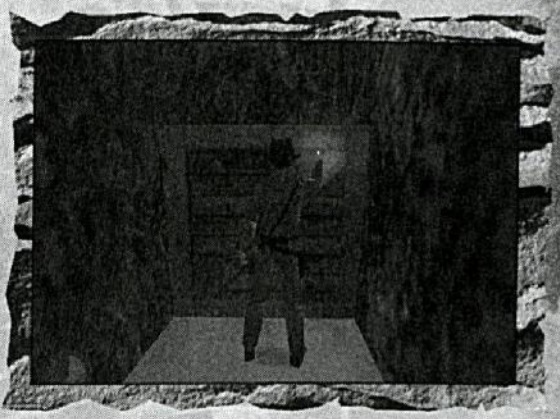


Enter the crate-filled room beyond the new opening.

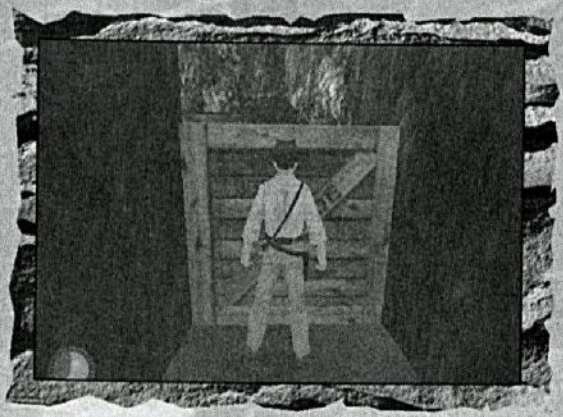
Stand on the first crate in the room to spot a passage on the left. Jump down there.



Now pull the first crate into the left-hand passage, and then climb over it.

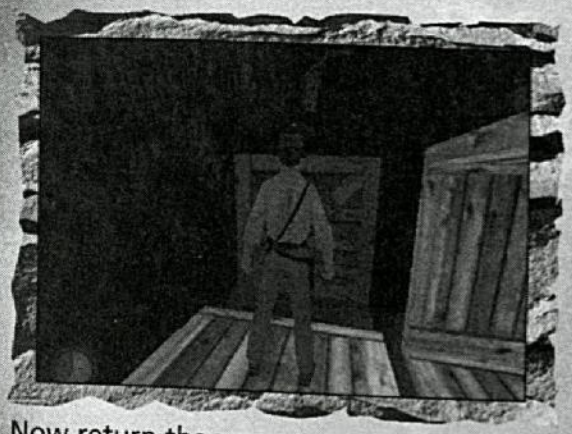


Then pull the second crate back into the space left by the first, and climb over it.

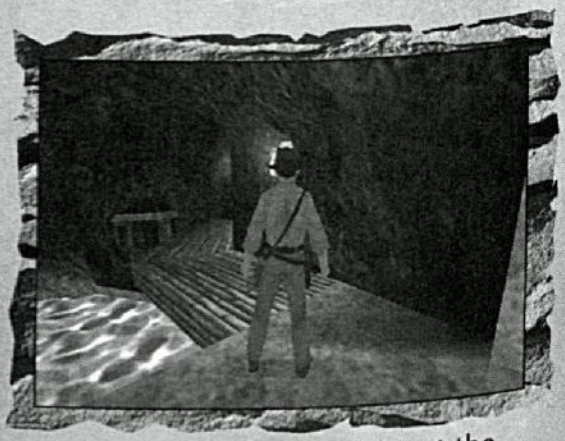


Now move the third crate back toward Indy, and climb over it.

The next crate opens, revealing a pulley part. Crawl in and get it.



Now return the way you came, back to the platform near the closed gate.

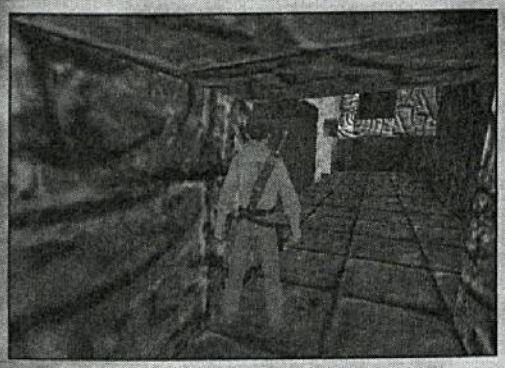


Descend the ramp on the right; at the bottom, walk under the ramp.

There is another skeleton with another treasure.

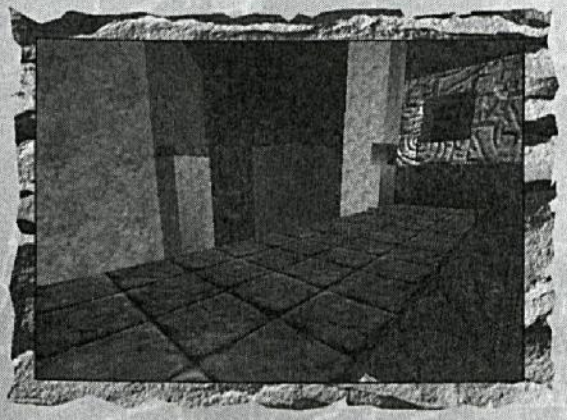
Another of those cracks is beyond the next door. Use Urgon's Part on it.

Beyond the opening lies another short passage. At the end, save your game, then jump out the hole.

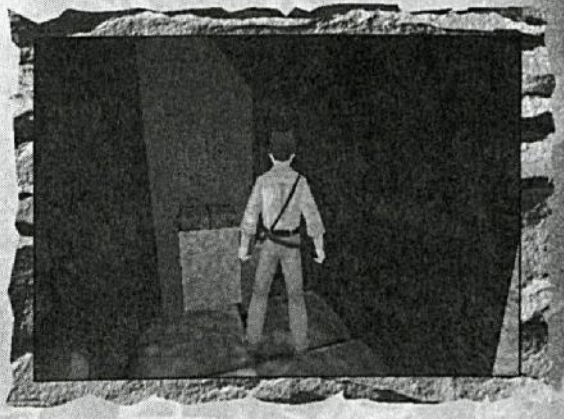


NOTE

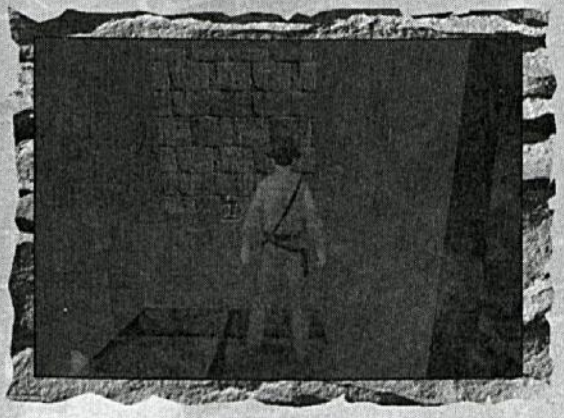
This puzzle area for the last treasure is VERY tricky. If you prefer, you can go back to the last saved game before you jumped down the hole and go a little farther down the hall past the opening you created with Urgon's Part to a passageway; jump to the text following the word "Continue." Otherwise, save here. The blocks in the floor ahead will collapse, so you must run across them quickly. If you fail getting this treasure and manage to survive, there is no way to get back, so you must resort to a saved game.



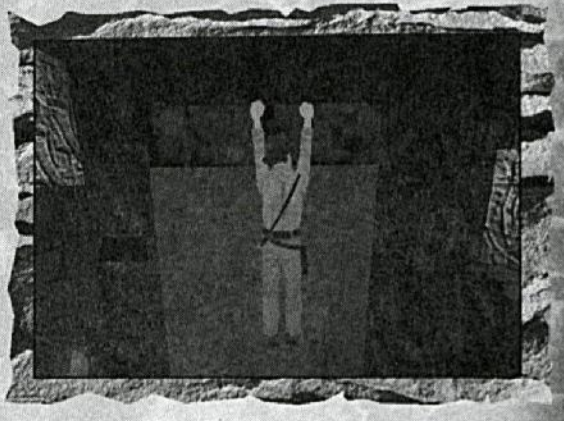
Aim for that pillar on the left, but start on the right. Walk to the edge of the colored blocks. Now take four quick forward jumps. The walkway's angle will move you to the left, near the pillar. Turn left quickly and leap forward to grab the edge of the pillar.



From here, make a running leap to the next pillar.



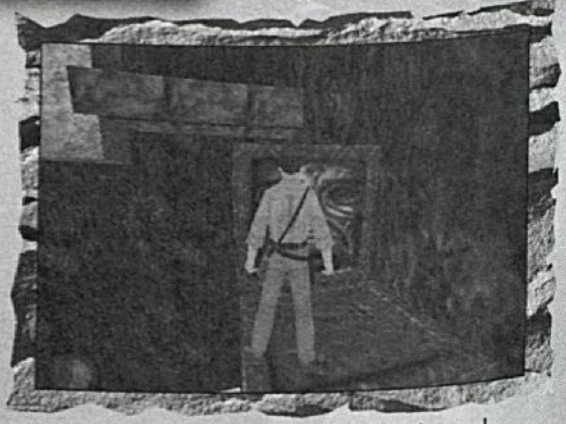
Grab one last treasure. Make a running jump back to the first pillar.



Go to the pillar's edge and move so Indy hangs from the top. Then drop to the ledge below.

INDIANA JONES and the INFERNAL MACHINE

Go around the ledge to the button and press it. Two red blocks extend from the wall, and a ledge extends below the face on the far side. Now jump from the ledge to the lower of the two blocks.



Then climb onto the upper block and jump from there to the ledge on the wall.

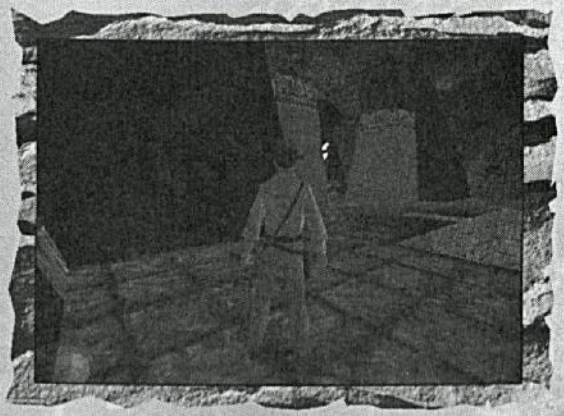
Push back the block with the large black face.

Inside to the right you'll find another Urgon crack.

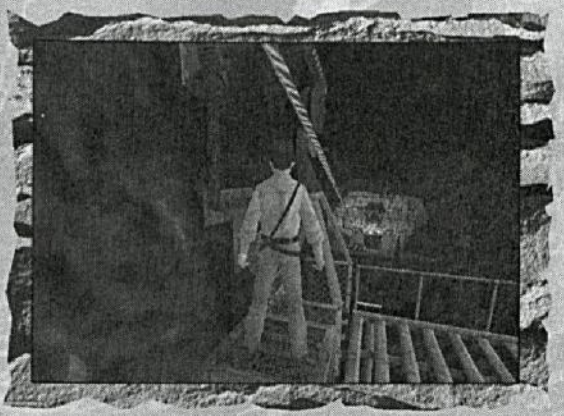
Beyond the new opening you find yourself on a beam overlooking a corridor. Now whipswing to the other beam and jump down from there.

Continue

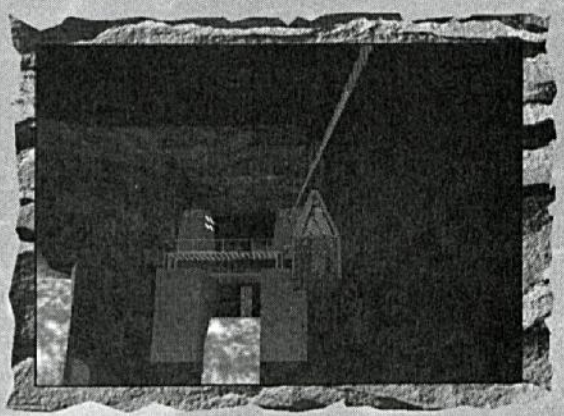
If you opt not to go after the last treasure, you'll find yourself in this corridor. This area resembles the corridor with gray stone blocks down the middle, except here you must jump at an angle from the side of the door to the safe area, walk forward along the side, then jump at an angle to the door on the other side. (Save first.)



Walk forward between the two gray pillars on the left.

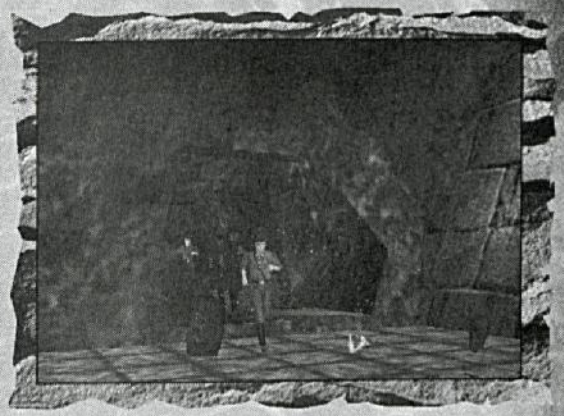


As soon as you put on the wheel the Russians show up, so prepare to jump down, get in the gondola, and punch the button.



And there goes Indy!

There is a gondola with one pulley wheel missing. Good thing you picked up a spare. Now move the crate forward, climb on it, and install the pulley wheel.



Here come the Soviets!

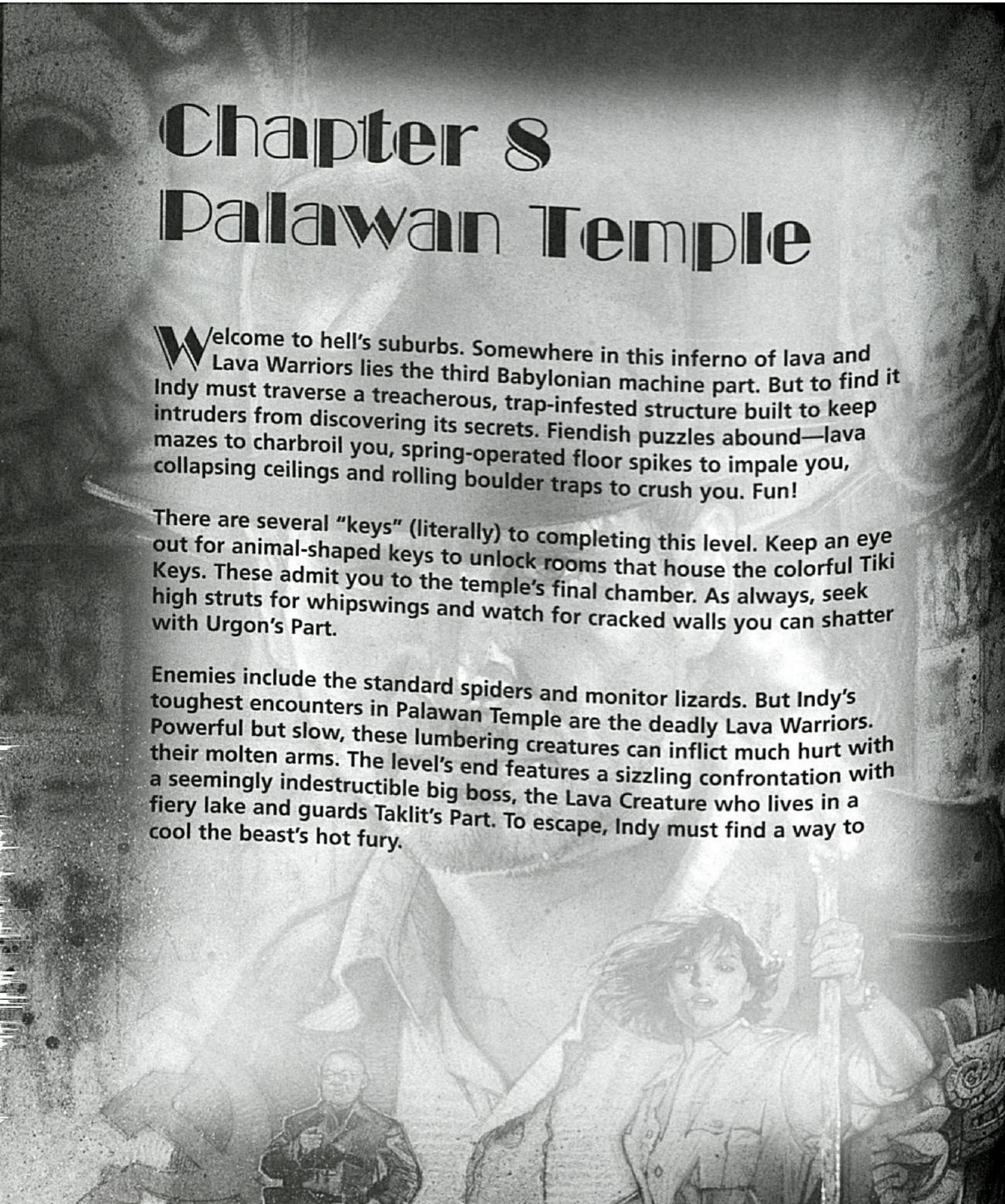
Open these doors to enter the next level.

Chapter 8
Palawan Temple

Welcome to hell's suburbs. Somewhere in this inferno of lava and Lava Warriors lies the third Babylonian machine part. But to find it Indy must traverse a treacherous, trap-infested structure built to keep intruders from discovering its secrets. Fiendish puzzles abound—lava mazes to charbroil you, spring-operated floor spikes to impale you, collapsing ceilings and rolling boulder traps to crush you. Fun!

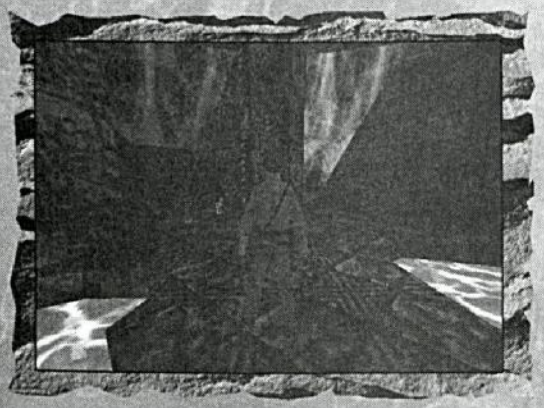
There are several "keys" (literally) to completing this level. Keep an eye out for animal-shaped keys to unlock rooms that house the colorful Tiki Keys. These admit you to the temple's final chamber. As always, seek high struts for whipswings and watch for cracked walls you can shatter with Urgon's Part.

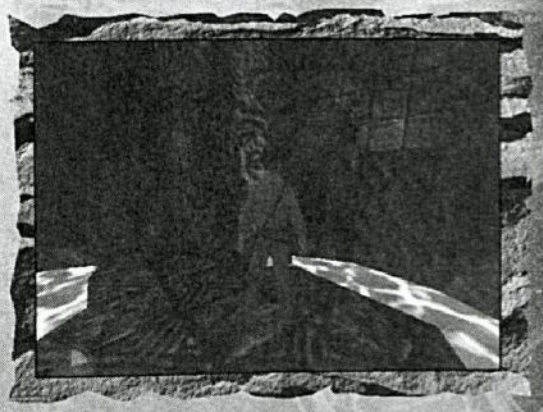
Enemies include the standard spiders and monitor lizards. But Indy's toughest encounters in Palawan Temple are the deadly Lava Warriors. Powerful but slow, these lumbering creatures can inflict much hurt with their molten arms. The level's end features a sizzling confrontation with a seemingly indestructible big boss, the Lava Creature who lives in a fiery lake and guards Taklit's Part. To escape, Indy must find a way to cool the beast's hot fury.

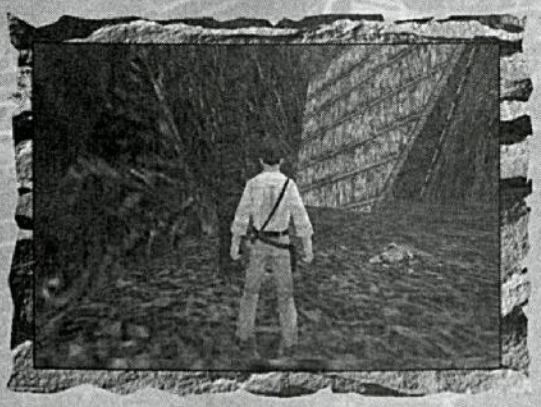


ENEMIES

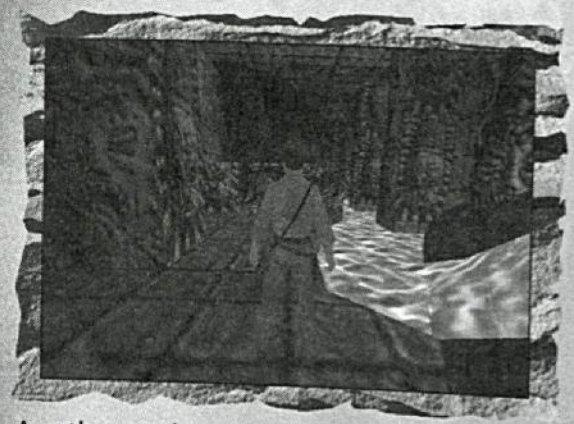
- Lava Warriors
- Spiders
- Monitor Lizards
- Biting Fish



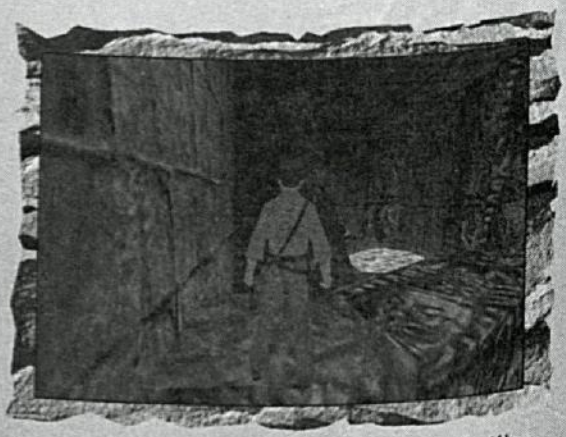




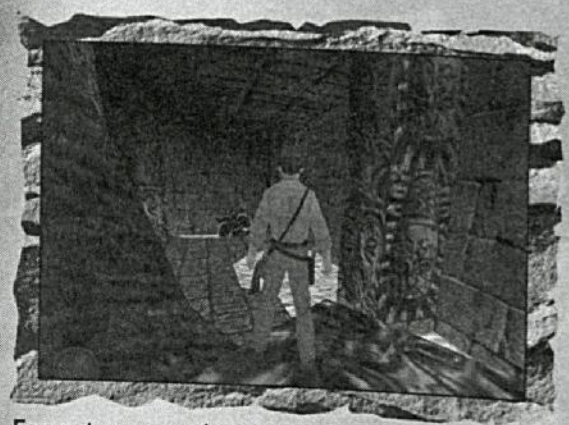
STEP BY STEP



Another underground site with lava rivers. Indy might as well keep moving toward the back.

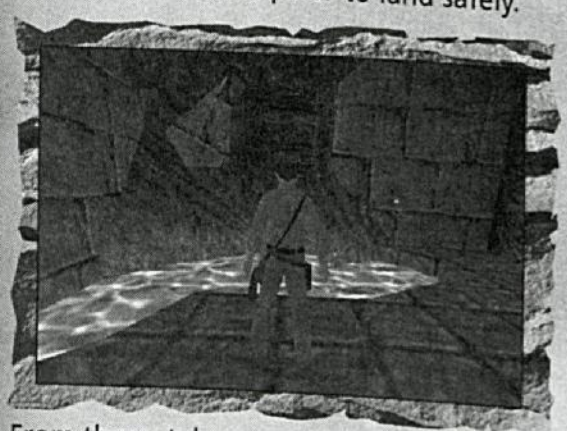


You can climb onto this overturned pillar, but you'd better not jump from there, or you'll land in lava.



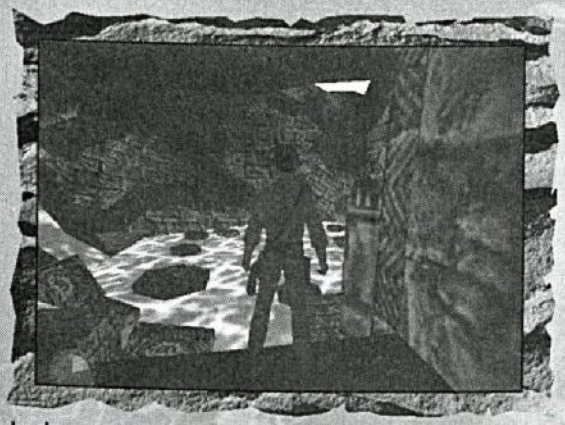
Execute a running jump from the right end of the downed pillar to land safely.

A Lava Warrior lurks around the corner. Stay away from these guys. If Indy stands near one when it brings its arms together, he'll take damage. However, if he can get it to bring its arms together frequently, it'll kill the Lava Warrior. The Lava Warrior can also be killed by using the first Machine Part. Fortunately, Lava Warriors are very slow pursuers. Run to the far corner. Then, as the Lava Warrior approaches, run around it to the lava riverbank (near where the Lava Warrior stands in this picture).



From there, take a running jump to land in the doorway on the other side.

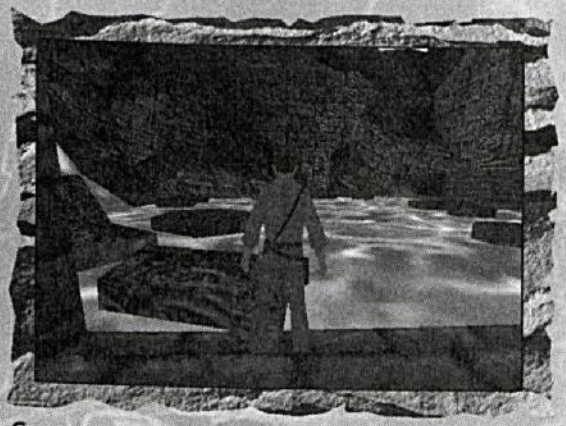
PALAWAN TEMPLE



Indy enters a large room with a lava lake in the middle. Stepping-stones rise and sink irregularly.

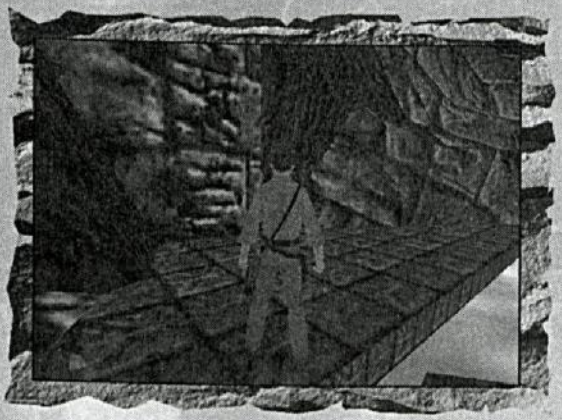
TIP

To cross the lava, jump to the nearest stone, wait for the next stone to surface in the direction you're headed, and jump to it. Repeat until you reach the bank you want. It's best to always walk on the stepping stones and make forward jumps from one to the next.

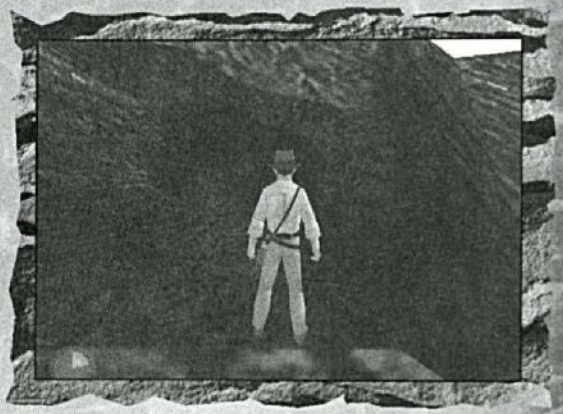


Cross to some stone blocks on the left. These won't sink.

Cross in a roughly clockwise direction to reach this platform with an Urgon crack. Don't open it right now—wait a little before exploring.

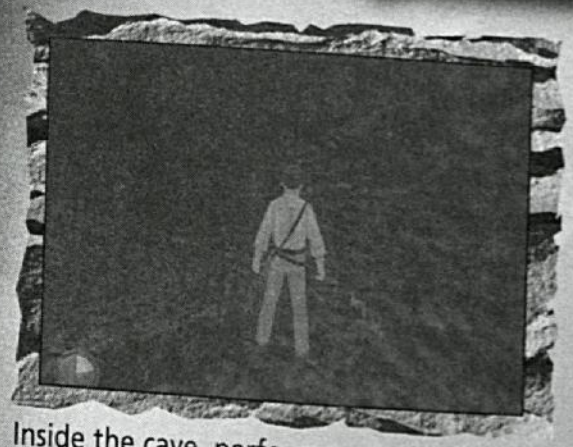


Continue clockwise around the lake to reach this platform with a crude ladder.

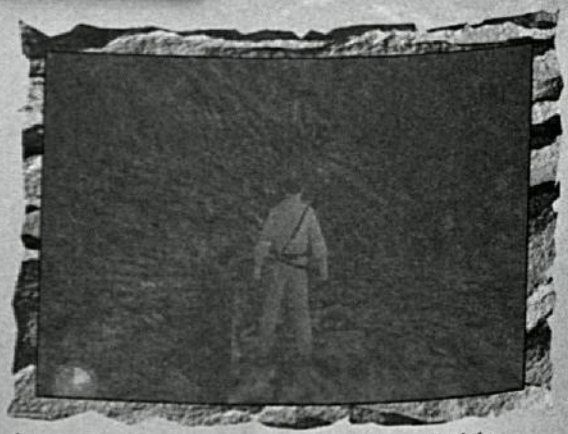


At the top of the ladder, you're outside again, and another cave lies ahead.

PALAWAN TEMPLE

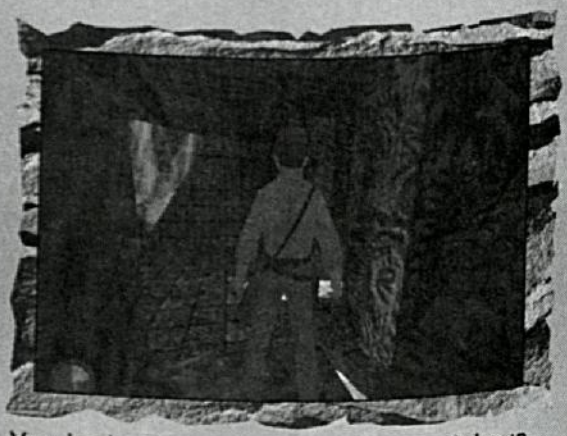


Inside the cave, perform a running jump over a gap.

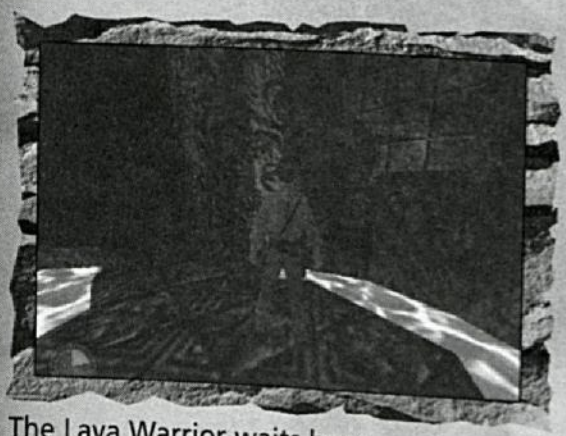


Jump from the rightmost edge of this platform to a block below.

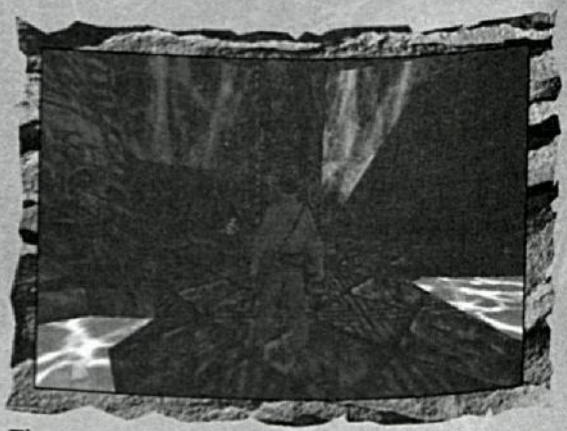
Jump to the ground level and pass through a crude doorway.



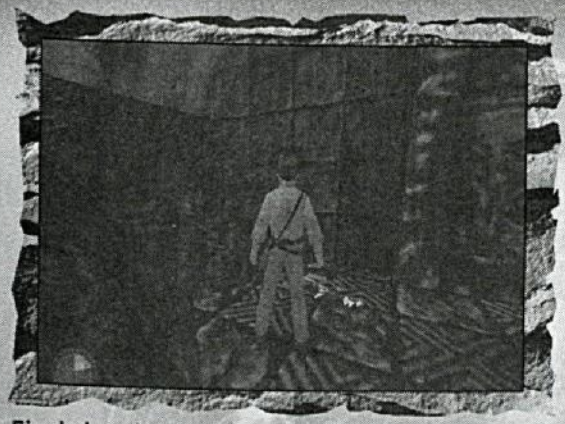
You look down on a larger room. A Lava Warrior waits to the right of that room (not visible from here). Execute a running jump to the left to avoid the Lava Warrior.



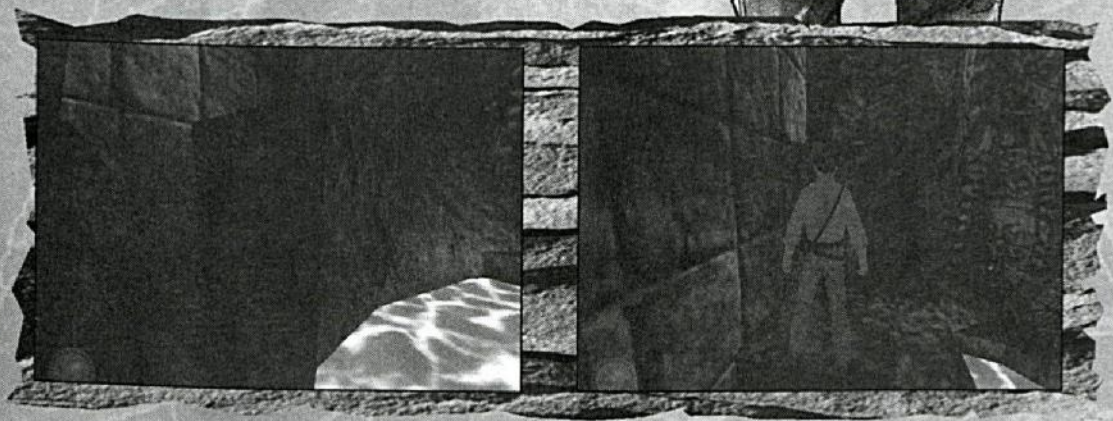
The Lava Warrior waits here.



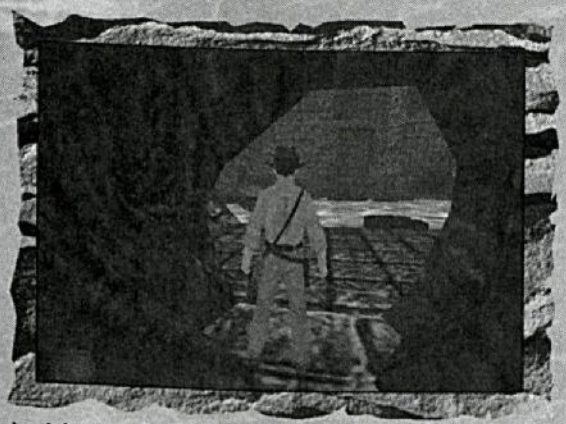
The spiderweb at the other end of the room indicates you have a spider to kill off.



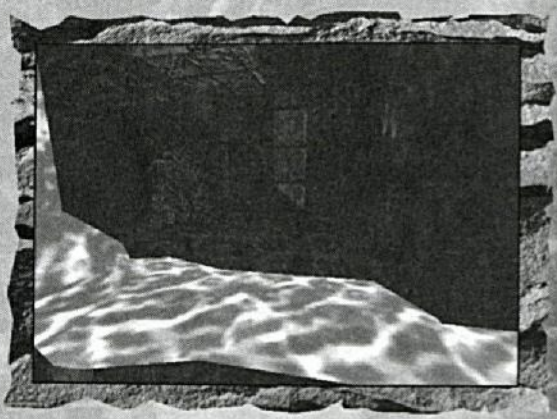
Find the shark-shaped key.



Exit the room carefully using the same series of jumps and climbs that got you here. Then descend the ladder back into the room with the lava lake. Return along the stepping-stones to the room on the right that opened with Urgon's Part.

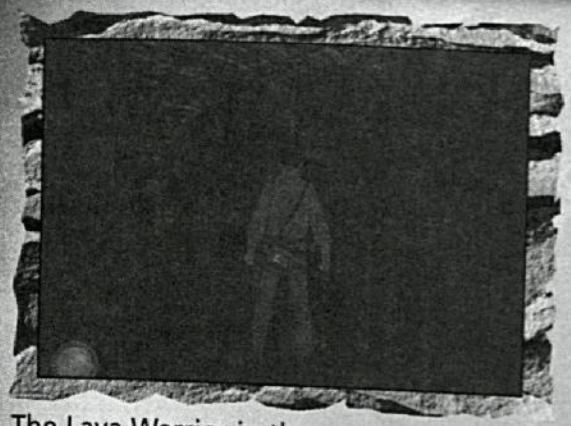


Inside the door, turn around and work your way down the ladder.

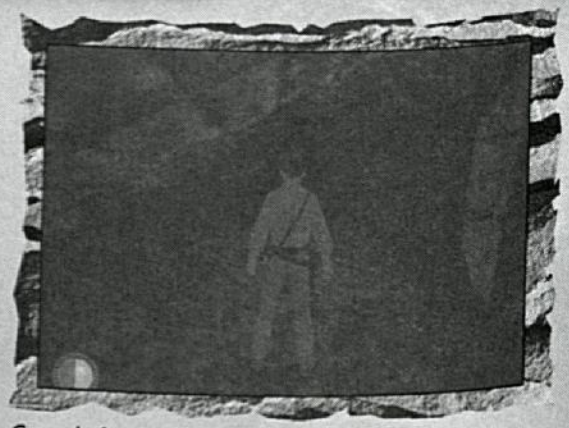


Across the lava river, a Lava Warrior guards some medicinal plants. You muse over whether the plants are worth the damage you'll risk to get them. Try to run through the left side of the door behind the Lava Warrior.

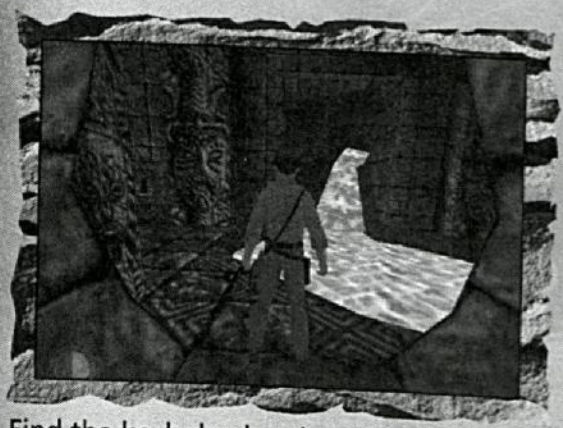
PALAWAN TEMPLE



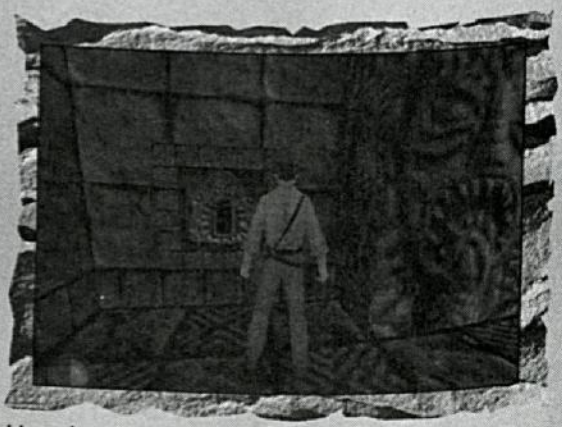
The Lava Warrior in the next room won't bother you if you keep to the left as you cross through into the room beyond.



Crawl through the small hole.

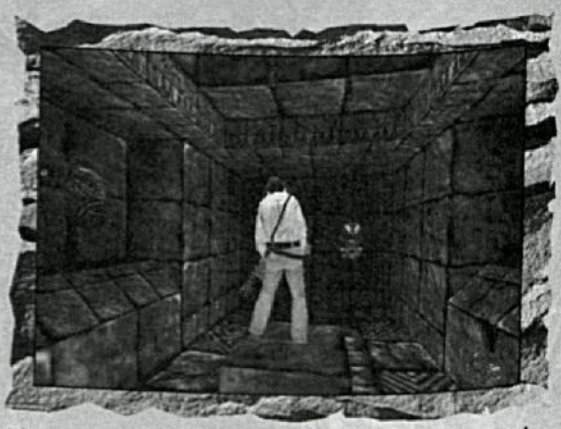


Find the keyhole ahead on the left.

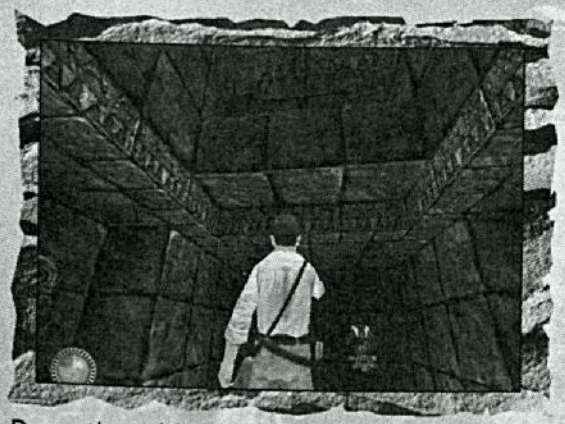


Use the Shark Key.

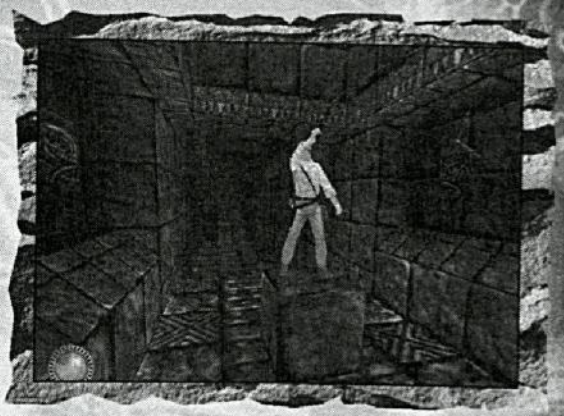
Through the Shark door and to the right, you'll find a Red Tiki Key. Picking it up will be tricky. Save here.



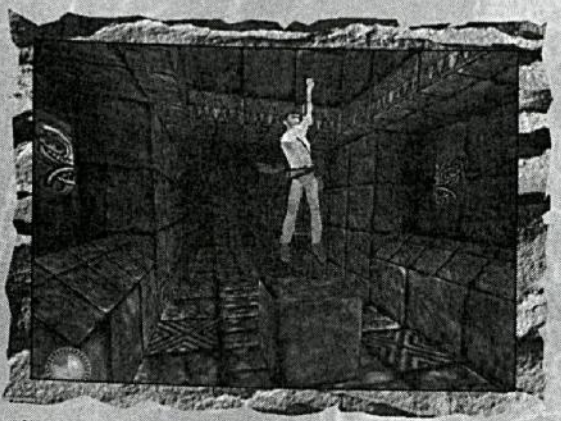
First, ready Indy's whip by drawing it and putting it back, so you can draw it quickly when you need it. Now grab the statue and climb onto the block.



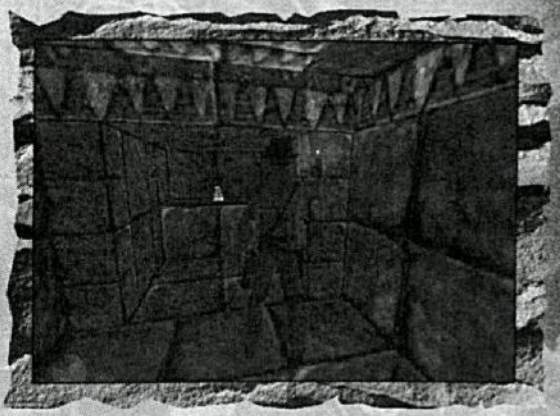
Draw the whip.



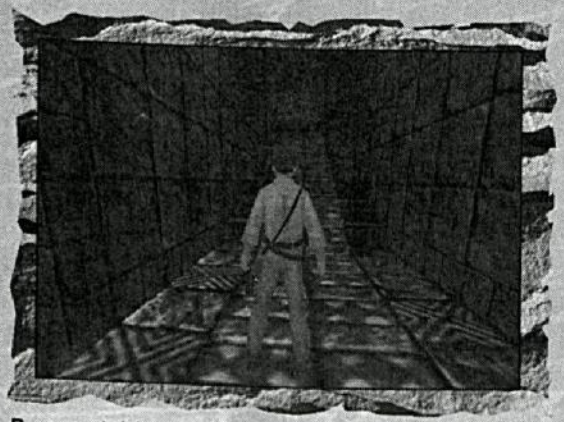
Whip upward.



Climb the whip. If you practice a little, you can accomplish all this before the boulder thunders down the hall to flatten you.



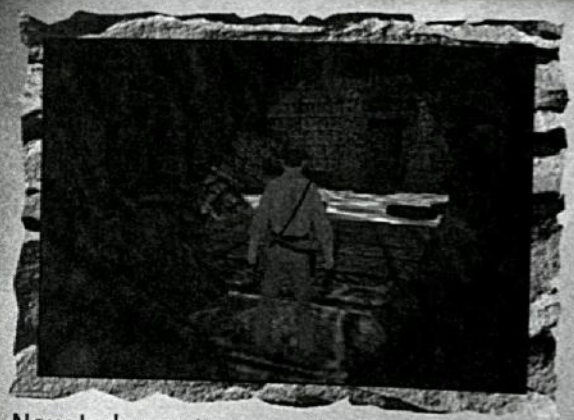
A treasure at the top of your climb rewards your labors. It is an easy jump down from there.



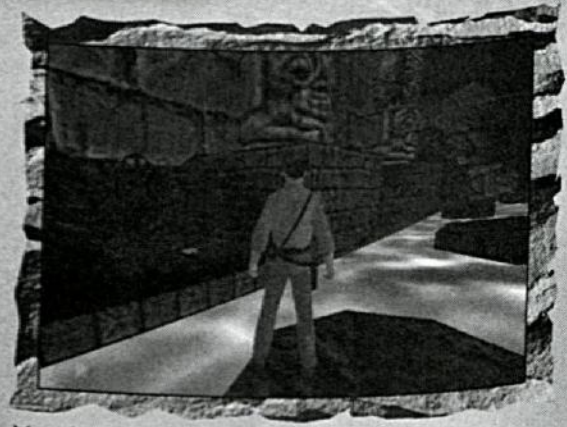
Run quickly up the stairs.

You're back where you entered this area. Jump down, avoiding the lava, and then jump across the lava and climb the ladder.

PALAWAN TEMPLE

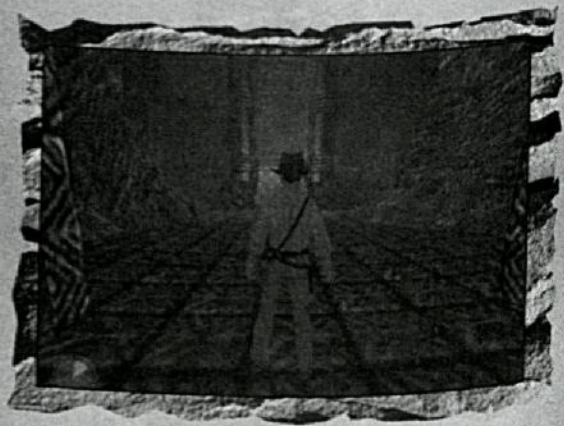


Now Indy must recross the lava lake to reach the door on the other side.



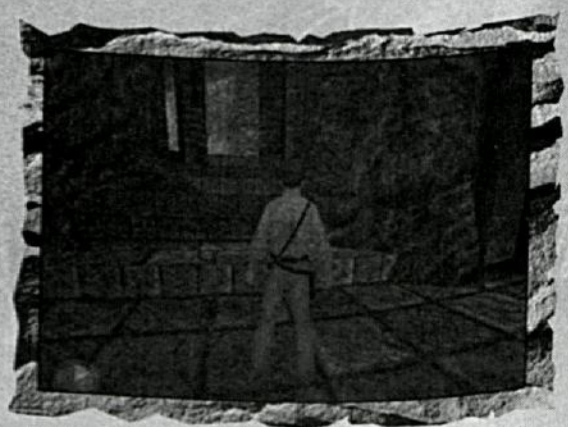
You'll find an Anti-venom Kit here: you decide whether it's worth dealing with the Lava Warrior to get it. The door lies just beyond.

To open this door, put the Red Tiki Key into the slot on the right-hand side. Two spiders descend as the door opens.



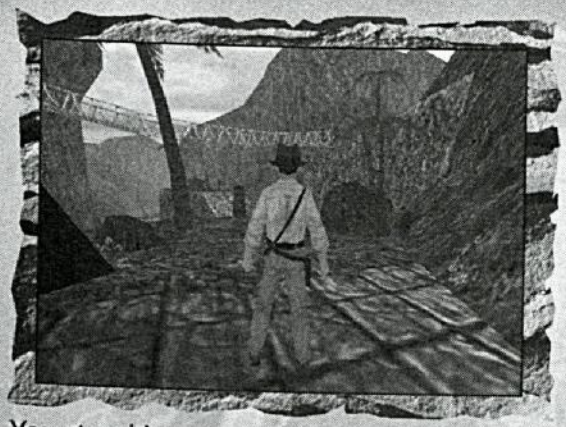
Climb the stairs. Another spider emerges as Indy moves toward the stairs.

First, go to the right of the stairs and pick up a treasure.

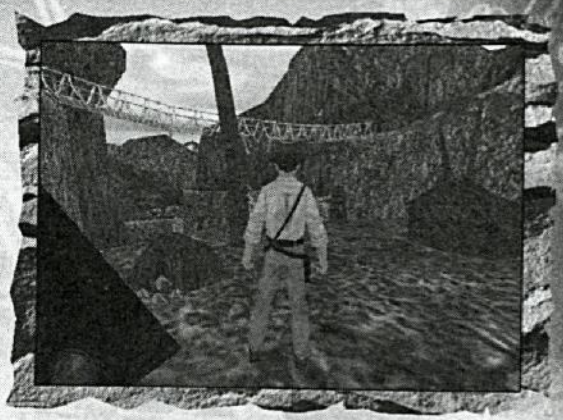


At the top of the stairs is a passage to the outside.

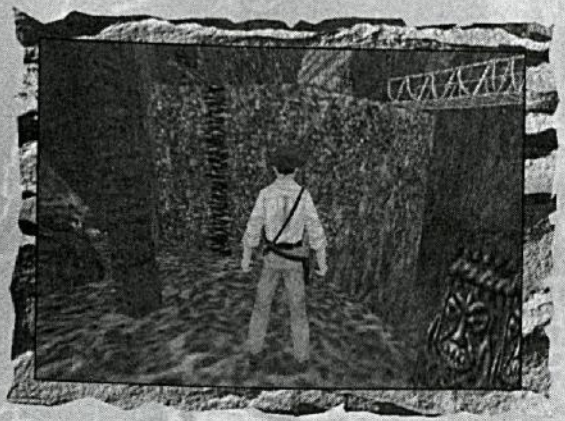
PALAWAN TEMPLE



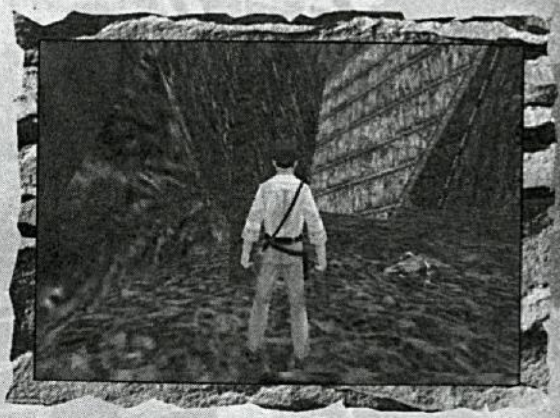
You stand in an outside area with several bridges (some broken) and caves.



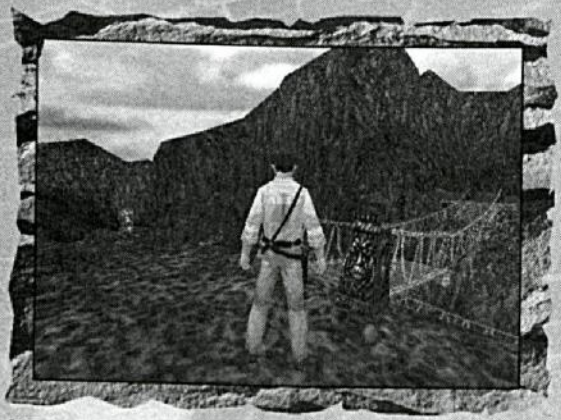
Medicinal plants lie to the left of the door.



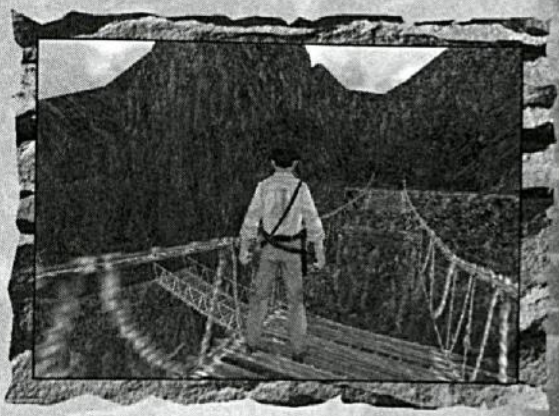
Head for that ladder to the left.



Shoot the monitor lizard waiting at the top of the ladder.



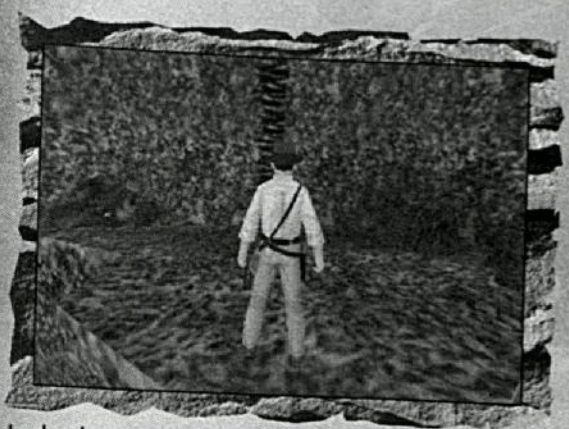
Now you must cross a broken bridge.



Save here. It's a difficult running jump across. Launch from far to the right.

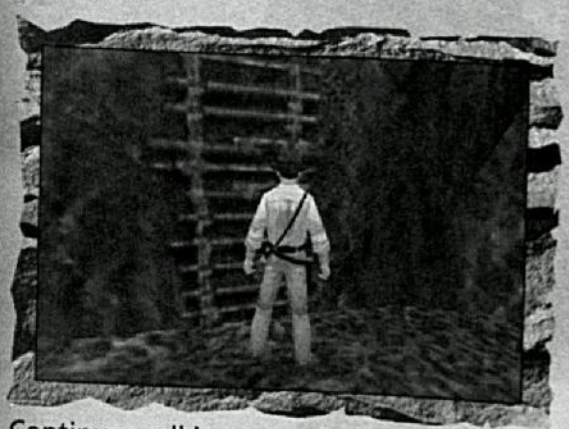
Indy just barely makes it. He should drop from here.

Indy lands on the bridge below. He should continue to the other side of the bridge.

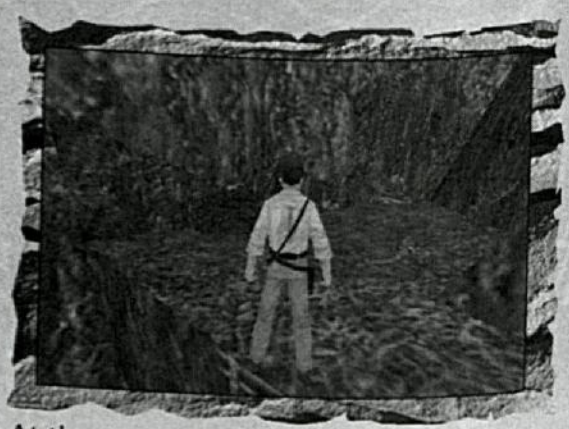


Indy does a running jump to this part of the cliff.

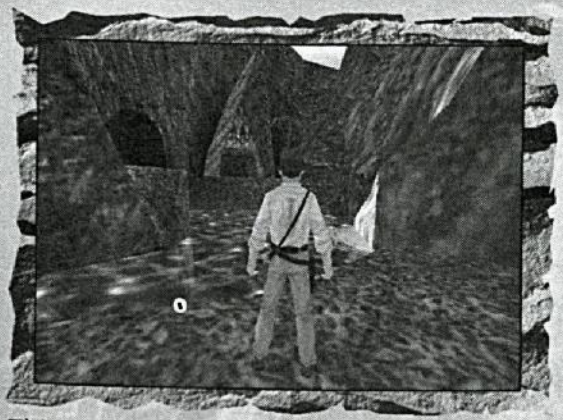
Another monitor lizard waits a little farther along.



Continue walking away from the bridge until you reach this ladder.

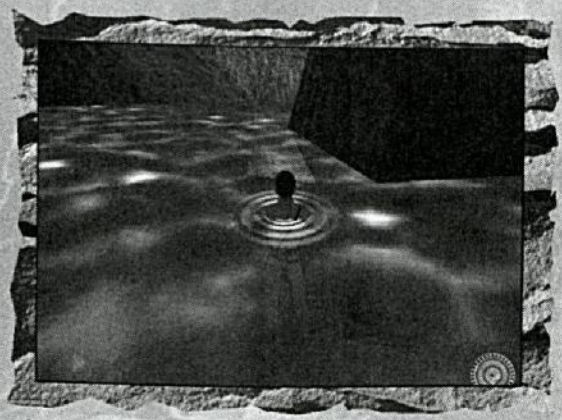


At the top are two more monitor lizards.



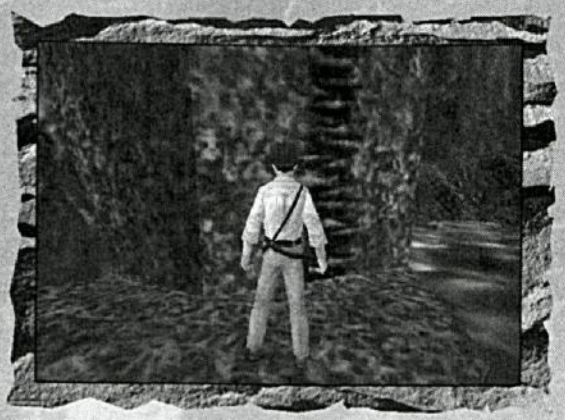
This appears to be a dead end—a waterfall emptying into a pool. Dive into the pool.

Keeping Indy's head above water, go over the next waterfall into the cave.

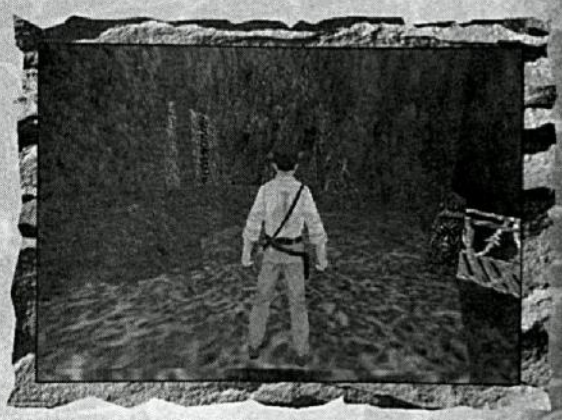


There, let the current carry you toward another waterfall.

Be ready to draw Indy's machete: you have biting fish to kill off at the bottom of the second waterfall. Swim to the bank with the ladder.

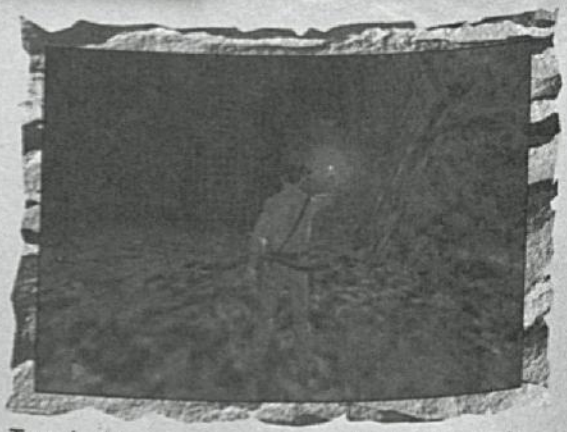


Climb the ladder.



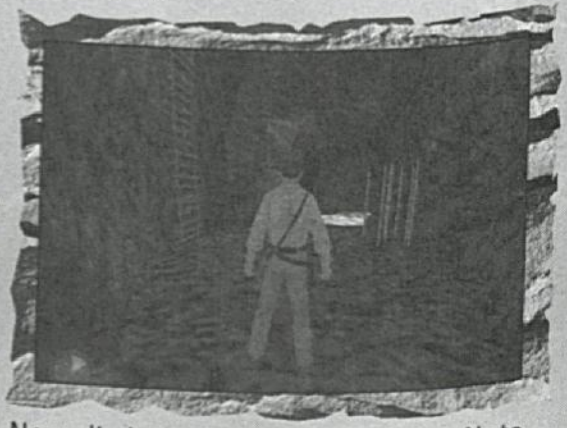
Cross this bridge. (Ignore the ladder in the background for now.)

A building across the bridge conceals the cave entrance.



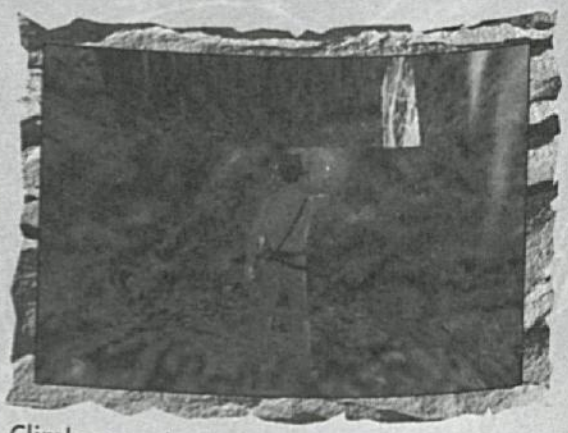
Two ladders stand inside. Climb the one on the left.

You'll find another treasure at the top. Pick it up and head back down. Climb the ladder opposite the spikes; you'll find another treasure in an alcove in the wall there.

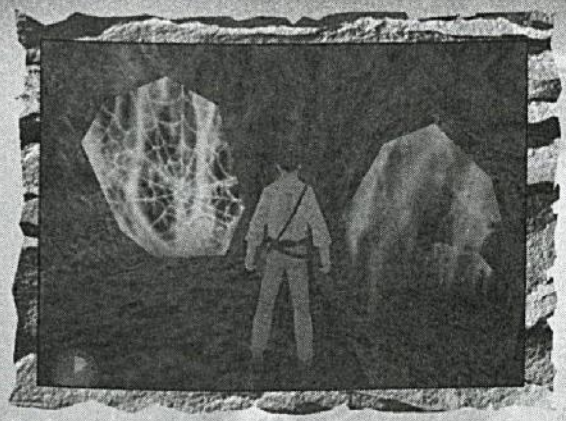


Now climb the ladder on the right. Note the stakes coming up through the floor—a preview of things to come.

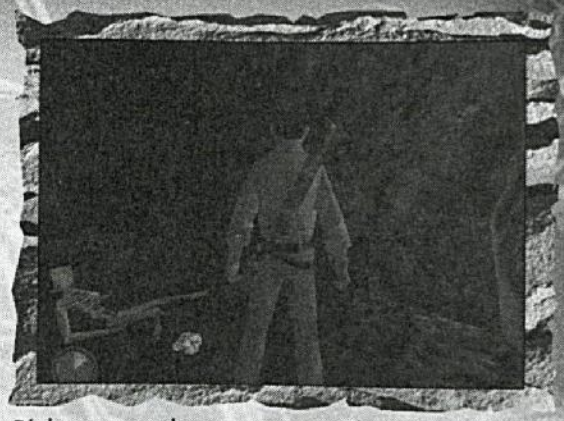
At the top of the ladder, proceed forward through the webbed-over opening.



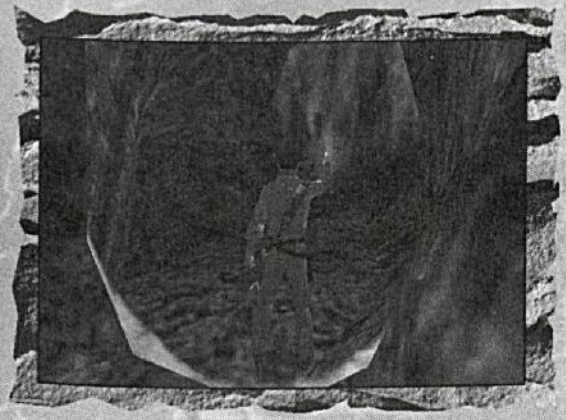
Climb over the ledge ahead.



Before climbing the ledge, cut through the web on the right, and use your machete on the spider lurking behind it.

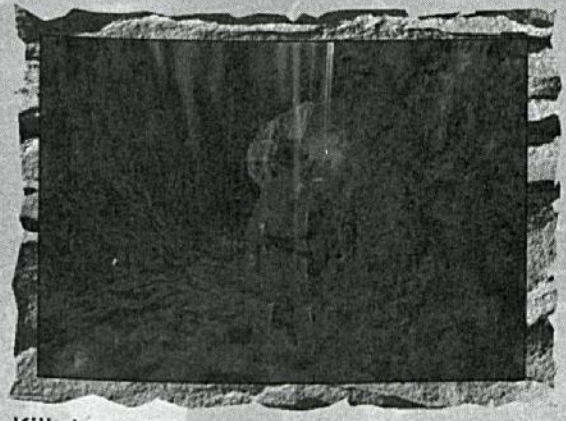


Pick up another treasure. Then turn around and face the opposite direction.

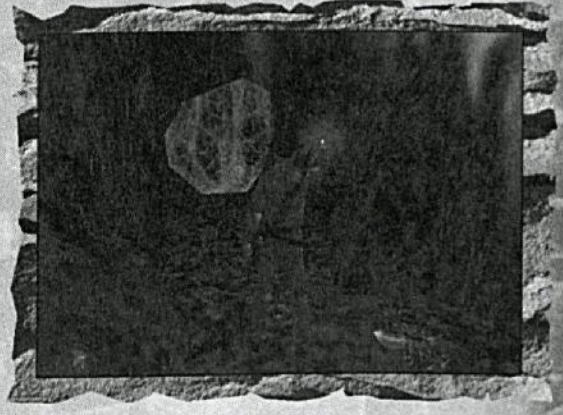


As you explore, keep Indy's lighter out when you don't need a weapon. Here you can see it's safe to go forward.

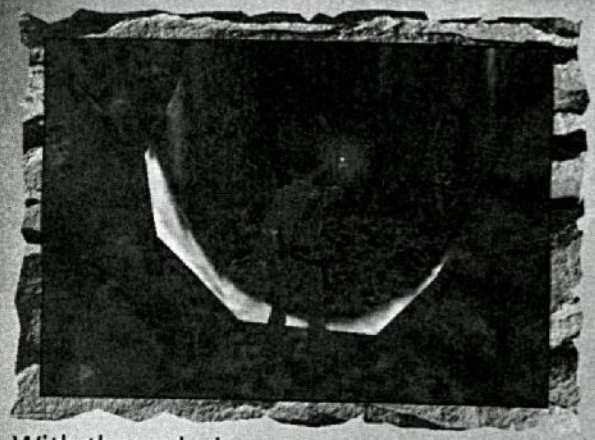
Climb another cliff.



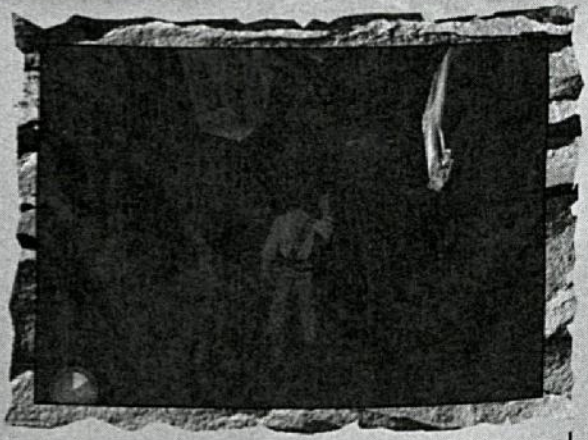
Kill the spider.



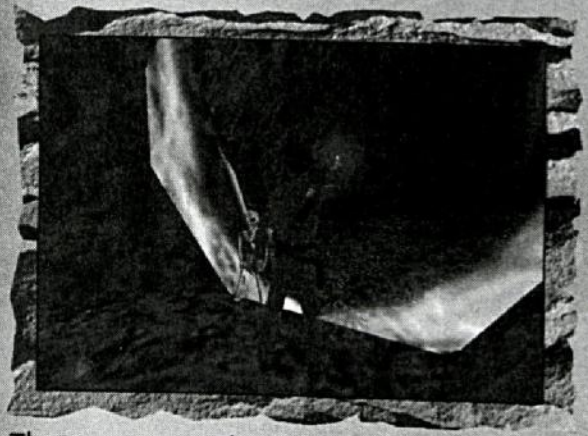
Attack its web.



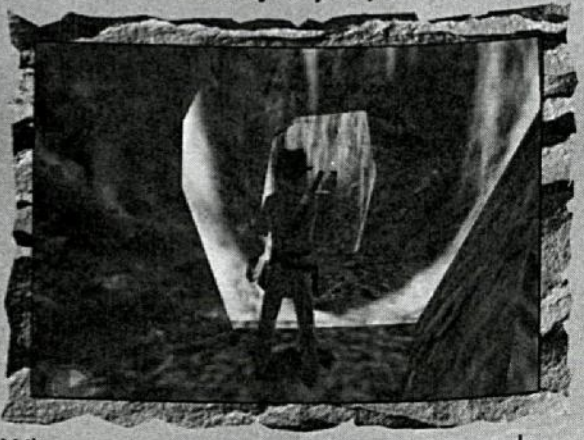
With the web down, you must kill another spider.



Save here. Now execute a kind of diagonal running jump from this ledge to the cave on the right. Don't worry about the spiders and spikes on the floor, but if you spot a spider on the ledge you're jumping to, shoot it before you jump.

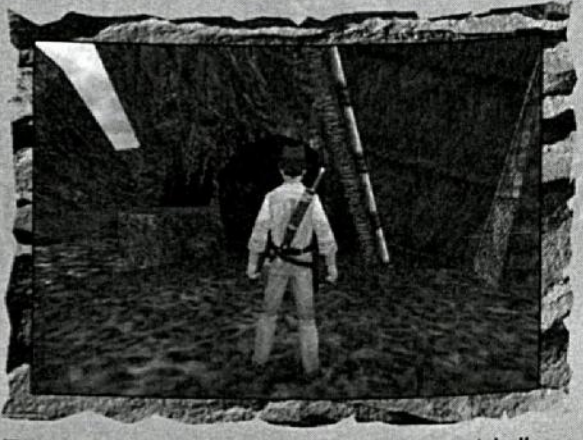


The squares on the floor are spike housings: if Indy steps on one, he'll be impaled. Save your game, get out your lighter, and tiptoe between them.

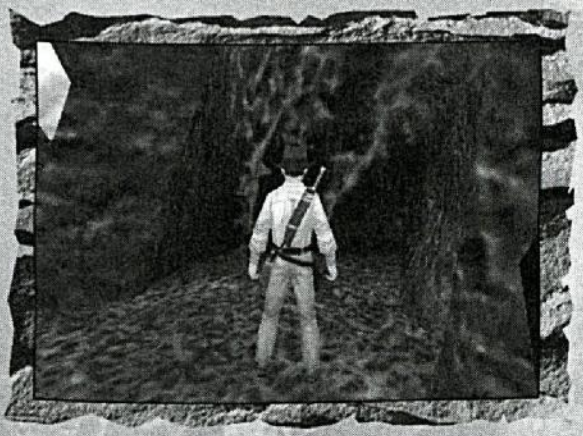


When you reach this point, you've made it through the spike area and are safe for a while.

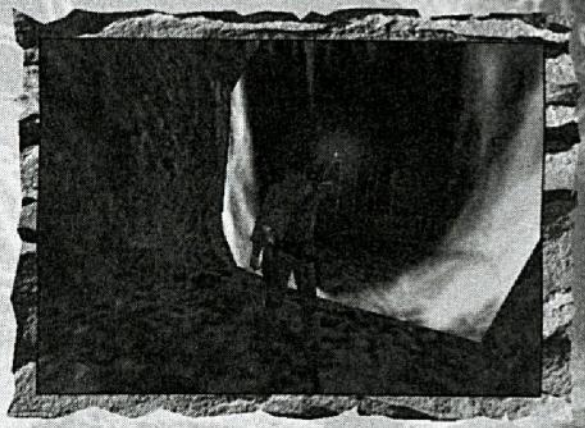
Cut the vines to get into the open air.



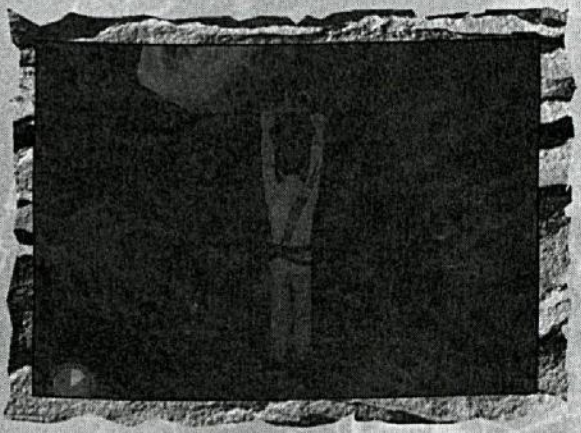
Turn right to spot another "whippable" place to use Indy's whip.



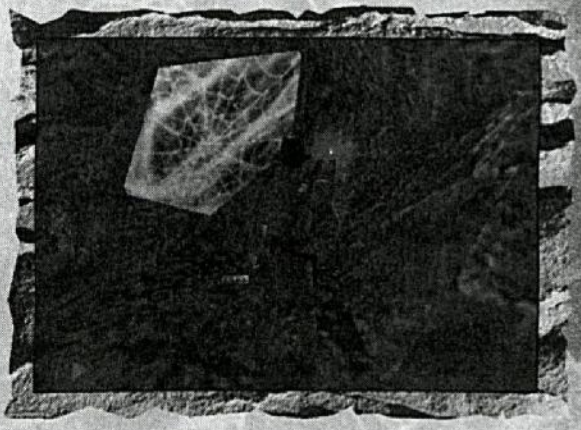
On the other side, reenter the caves.



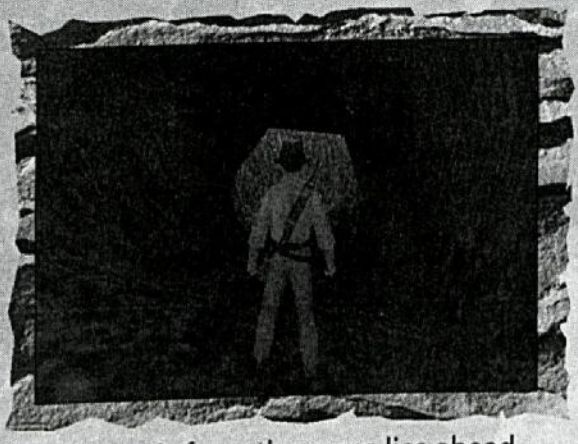
Look through the webbed-over doorway to see more spikes ahead.



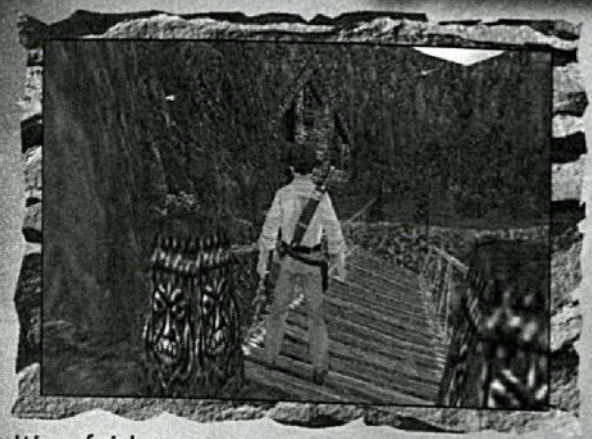
Slide down the ramp on the left (behind the spikes) and jump part-way down to land in the recess on the wall.



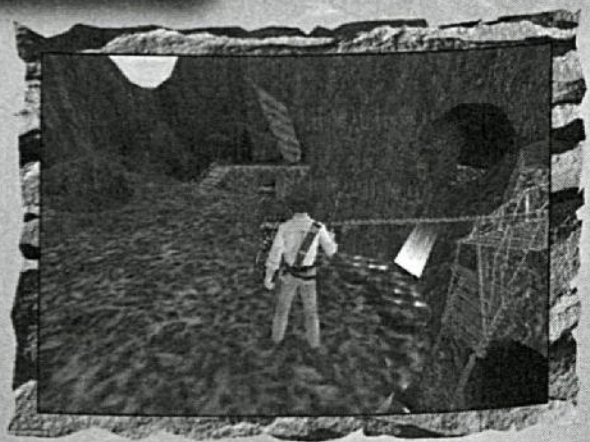
Inside the recess, you'll find another treasure. Get it, drop carefully to the floor below, and pick your way through the spike housings to continue.



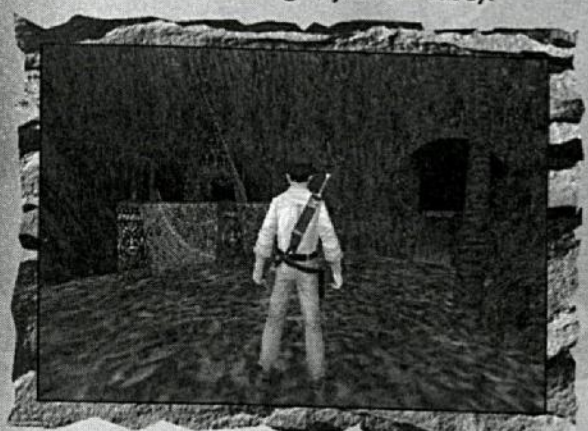
Another exit from the caves lies ahead.



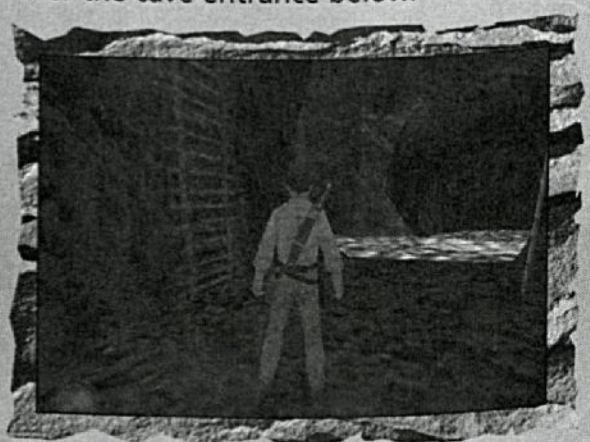
It's a fairly easy running jump from the end of this broken bridge to the cliff beyond. (Save, though, just in case).



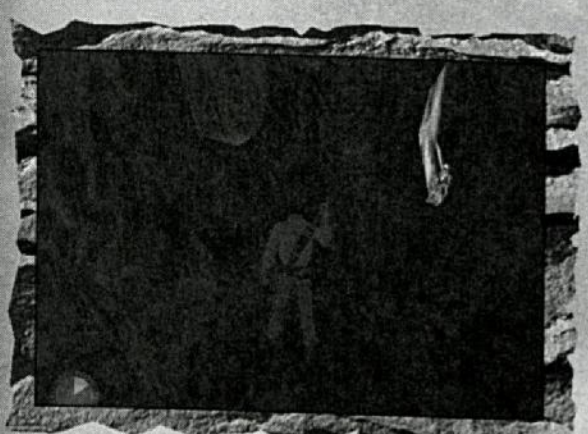
Use your machete to cut the narrow part of the supporting rope. It falls to hang over the cave entrance below.



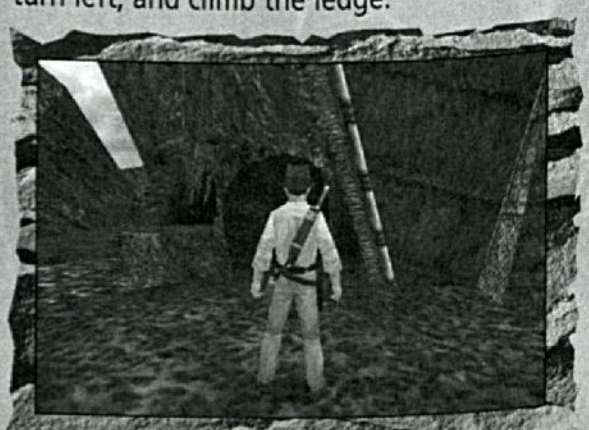
Another cave entrance lies within the hut beyond this next bridge.



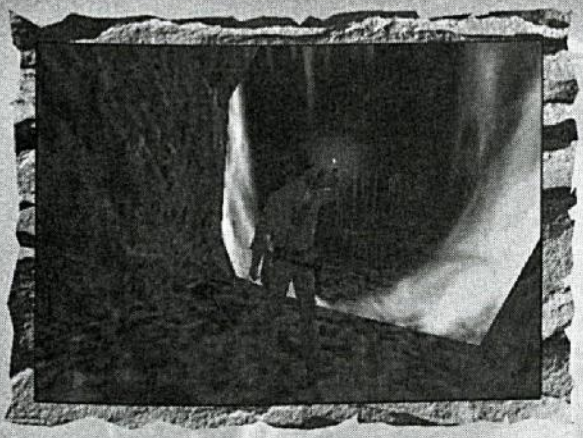
Enter to find yourself again in the room with two ladders near the water. This time, a spider lurks near the spikes. From here on, repeat what you did earlier (except for the treasures) until you reach the bridge with the cut rope. Climb the ladder on the right, turn left, and climb the ledge.



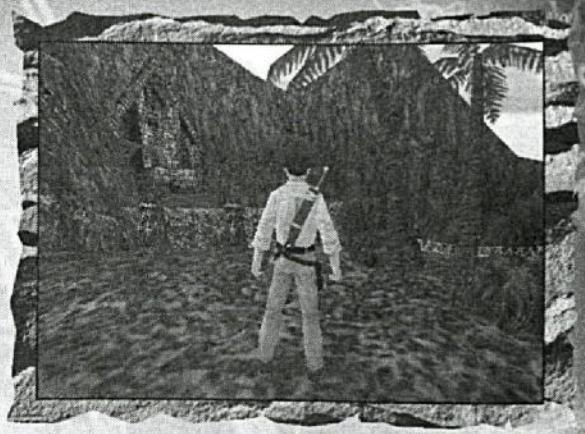
Perform a running jump to the cave on the right, wary of spikes just beyond.



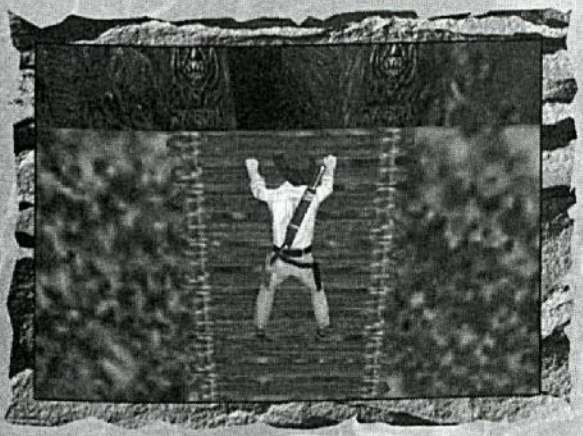
Outside, whipswing to the other side and reenter the cave.



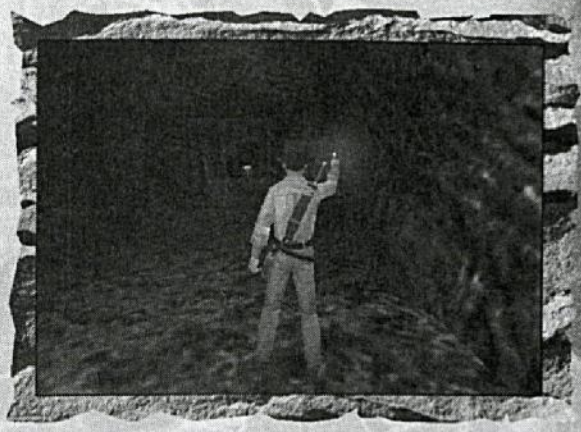
Descend the ramp behind the spikes to work your way through yet another spike field.



At the bridge you cut earlier, move forward to the edge, turn around, and descend it as you would a ladder.

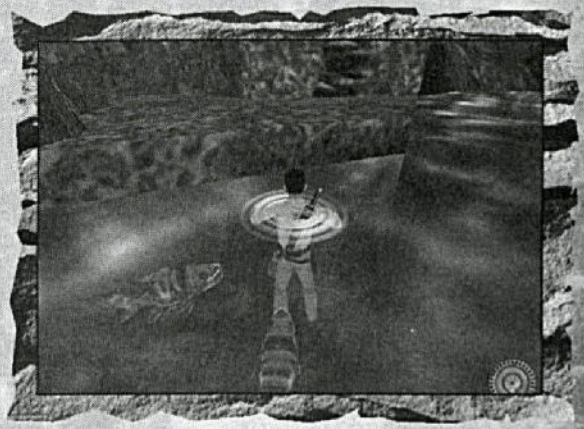


Climb down as far as you can, then drop to the cave floor.



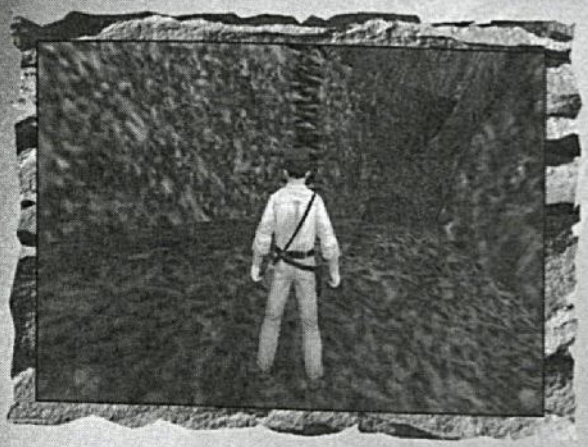
Something shines ahead.

It's the Monkey Key, on a crude altar. When Indy grabs it, the ground shakes and the cave begins to collapse. Be ready to run out of the cave and jump into the water. (Remember the biting fish: ready your machete so you can draw it quickly when you hit the water).



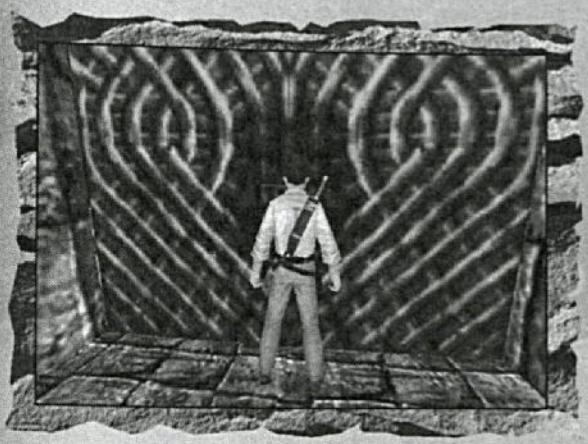
Head for the bank with the ladder you used earlier; climb the ladder.

PALAWAN TEMPLE

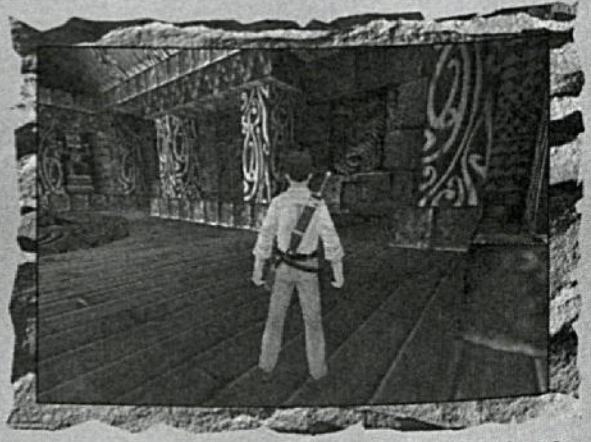


It's time to investigate the other ladder.

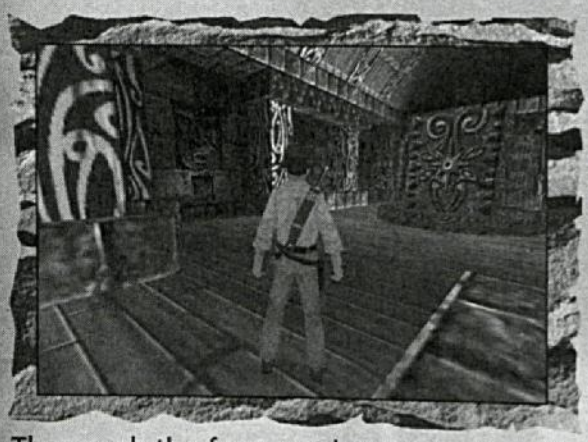
Indy comes to a more elaborate structure—the Monkey Temple—and must shoot another lizard.



Use the Monkey Key to open these doors.



In this room, you must push four buttons to get the Green Tiki Key from the ceiling. First, push the foremost button on the right.

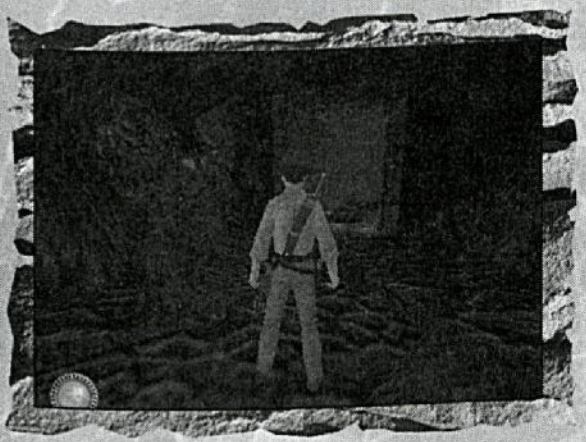


Then push the foremost button on the left.

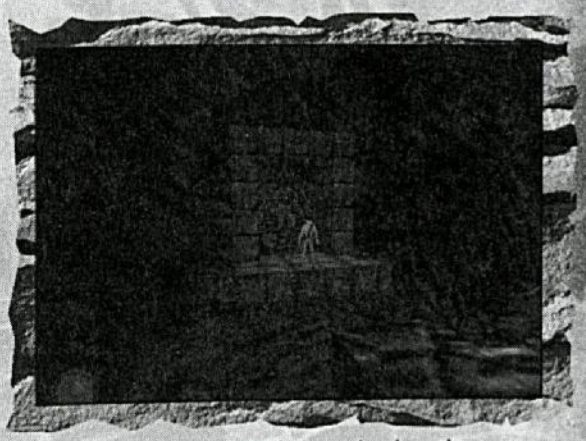
Next, walk Indy to the back of the room on the left, and have him press that button.

Guess which button comes next.

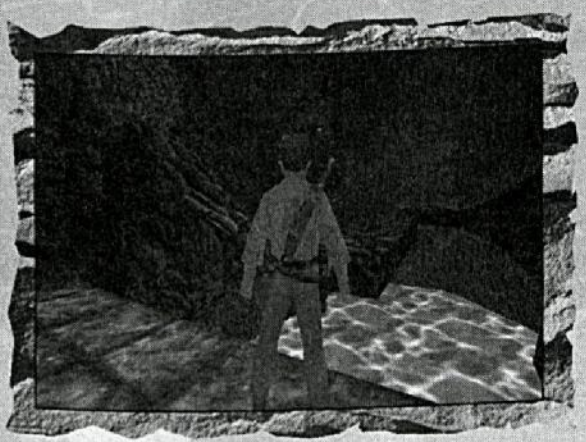
Now it's time to pick up the key.



Indy lands in an underground chamber. Run past the Lava Man to the door beyond.



As soon as you get through the doorway, a boulder seals it: there's no going back.

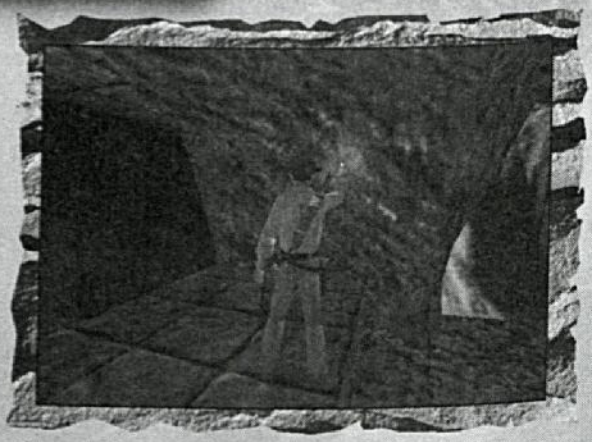


Save here. To negotiate this room, you must jump to the first platform, run as fast as you can to avoid the boulder, jump to the second platform, again run as fast as you can to avoid the boulder, and then jump to the ledge beyond. *Don't pause between the two platforms.* Just jump and keep running.

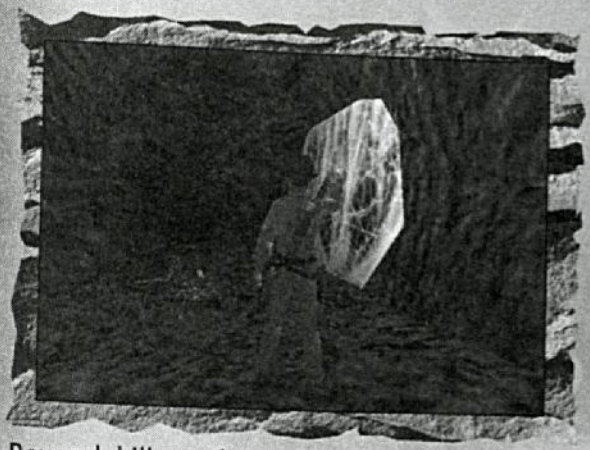
Or do it the easy way: Leap to the first platform, back up, and hang from the edge until the boulder rolls past. Then climb up, jump to the next platform, hang from the edge, and wait for the boulder to roll past. Then climb up and take a running leap to the platform on the wall. Save again when you make it safely through.

PALAWAN TEMPLE

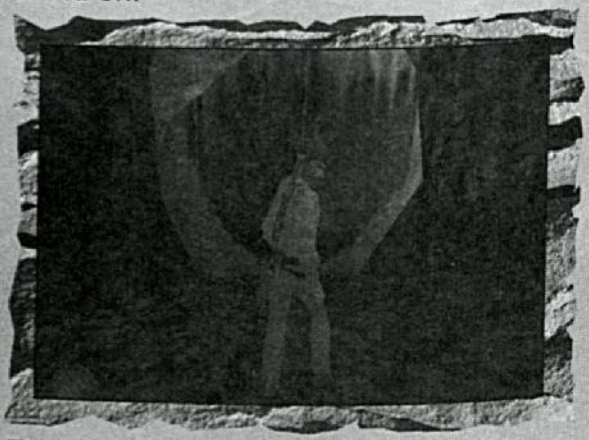
On the other side, whip up to the ledge above.



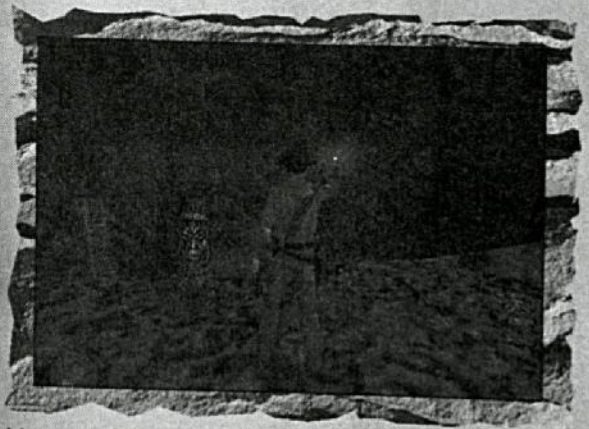
Shoot the spider just below the ledge you stand on.



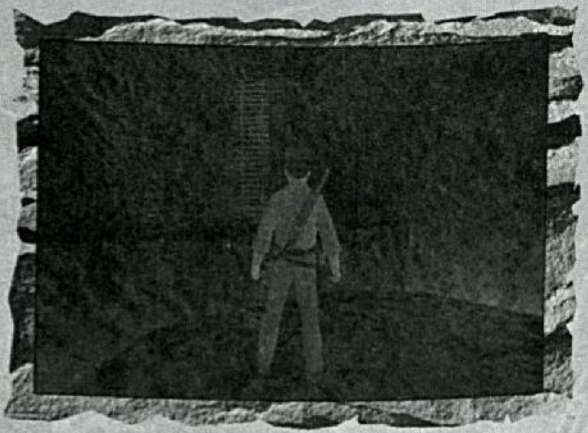
Beyond, kill another spider, pick up another treasure, and cut through another spiderweb.



Two spiders descend just beyond the spiderweb.

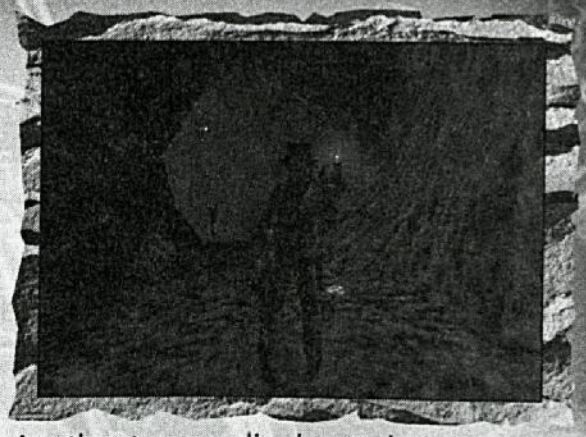


You confront another rickety bridge. This time, you want to land on a platform under the bridge: run and leap forward from the first break. If you catch the middle of the bridge instead of dropping through, climb up and run off to land on the platform below.

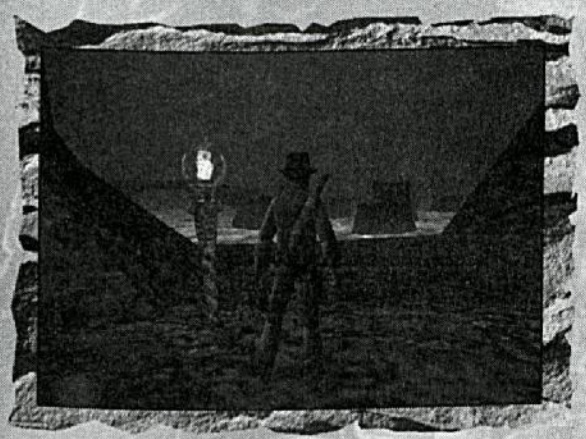


Do a running jump to the ledge with the ladder. A Lava Man guards the treasure there, but it should be easy to run and lure the Lava Man away in a large circle, return to pick up the treasure, and then climb the ladder.

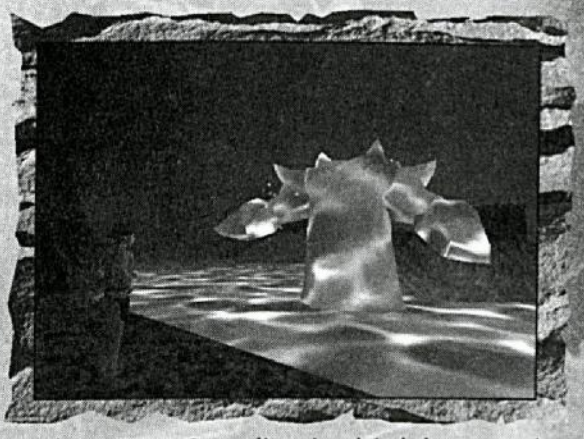
Use both Tiki Keys in the grooves at the center of this door.



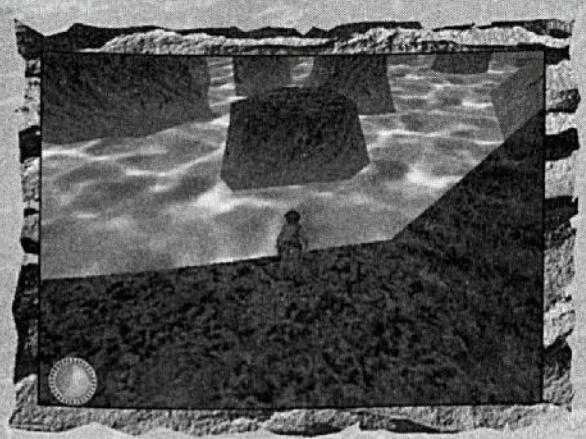
Another treasure lies beyond. Now proceed down the path. The wall torches flare to life as you pass.



You come to the edge of a vast lava lake dotted with stepping-stones. A stone bridge stands in the middle.



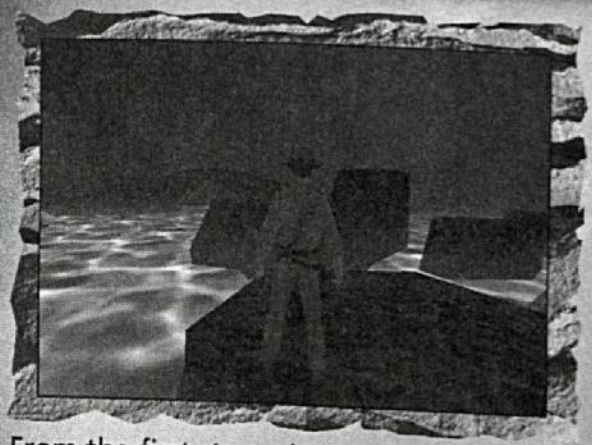
A giant Lava Guardian in this lake guards the next Machine Part.



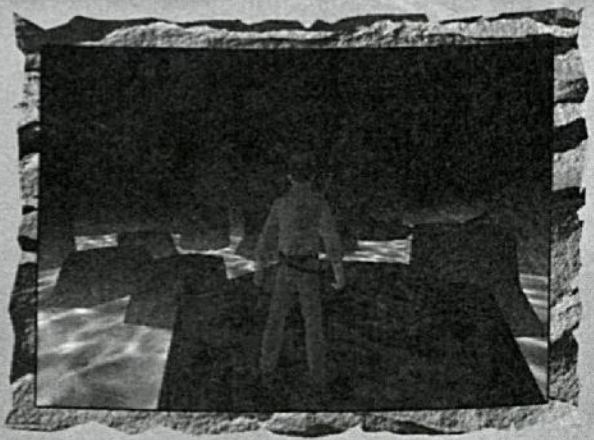
TIP

The Lava Guardian, like the Lava Warriors, follows your movements. If you land on a stone and want to move forward to the stone ahead, turn right or left after you land. When the creature shows up in the direction you face, turn quickly and jump toward where you really want to go.

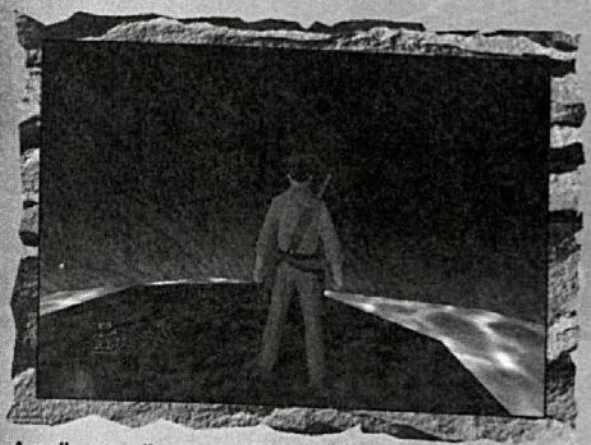
Perform a running jump to the first stone on the right. As you jump around the lake, the Lava Guardian will rise to attack and block your way. You can avoid it two ways: Most of the time, it's best to do everything as fast as you can. (Save here and whenever possible.) Know where you're going, then run and jump very quickly.



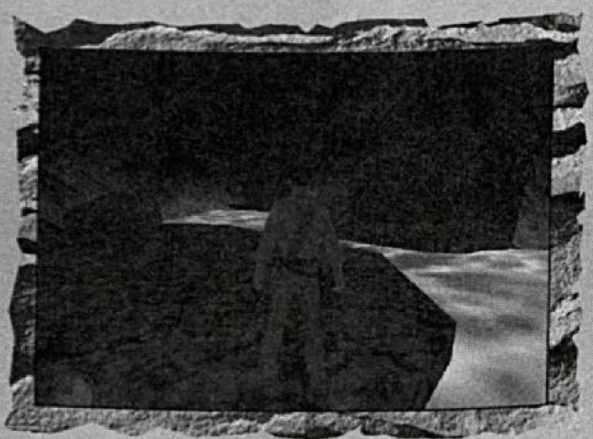
From the first stone, jump toward the tall platform on one side of the bridge.



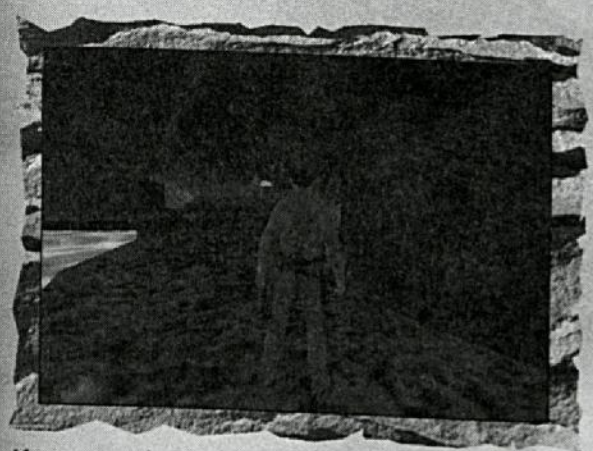
From the end of the bridge, follow the curve left, and then back right, to reach the platform ahead.



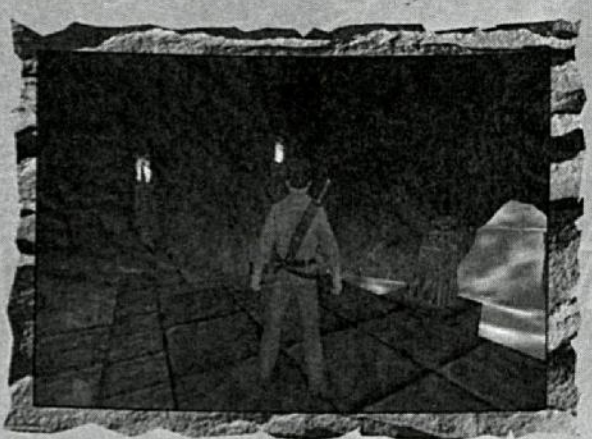
An "extra" stone lies at the outermost part of the curve. Jump to it to pick up another treasure.



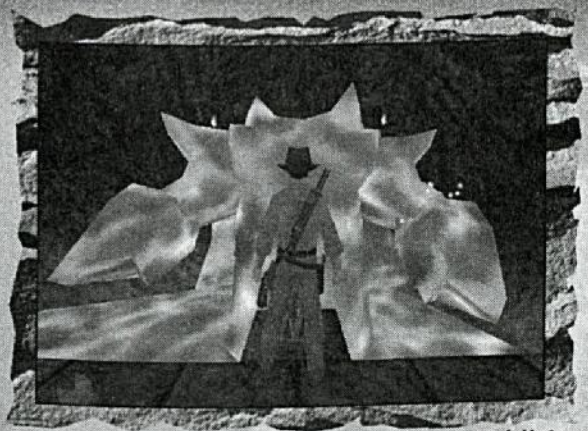
To avoid activating the Lava Warrior here, stay on this end of the island and jump to the next.



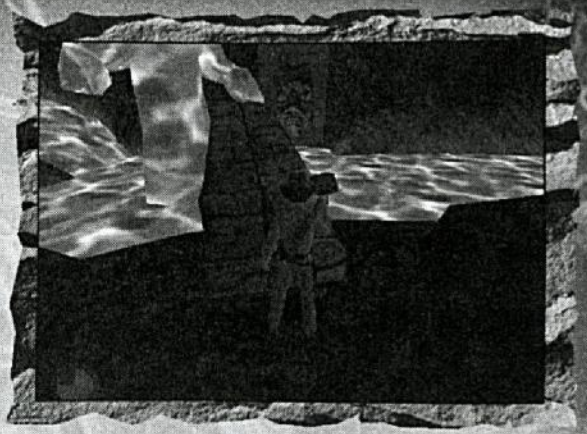
Keep moving toward the torches and steps in the distance.



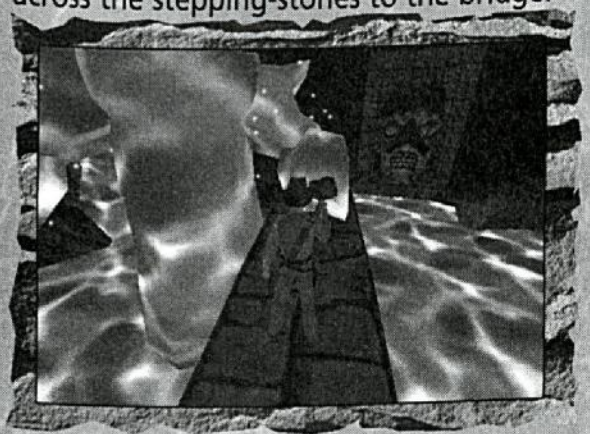
Save now. You've found Taklit's Machine Part, which renders its bearer invisible. Tu b it.



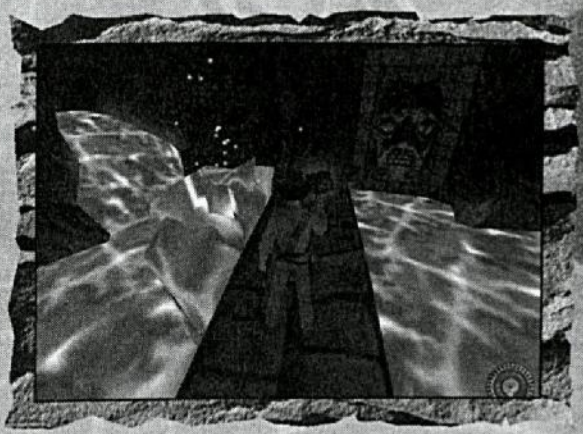
Roll backward as soon as you grab Taklit's Machine Part: the Lava Guardian arrives and takes a swipe at you. Now run back the way you came (again avoiding the Lava Warrior on the first island). Hop back across the stepping-stones to the bridge.



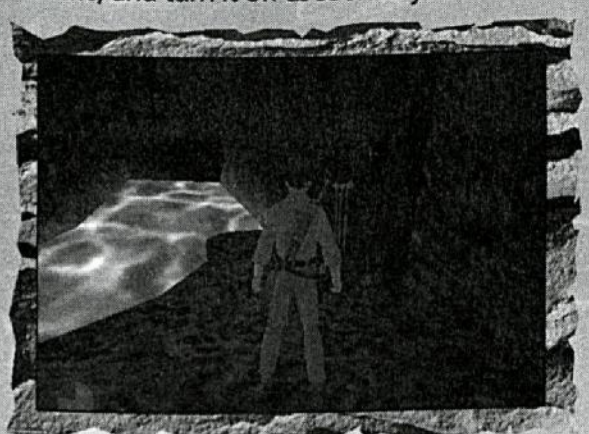
Ready Taklit's Part, but don't use it until you get closer to the Lava Guardian.



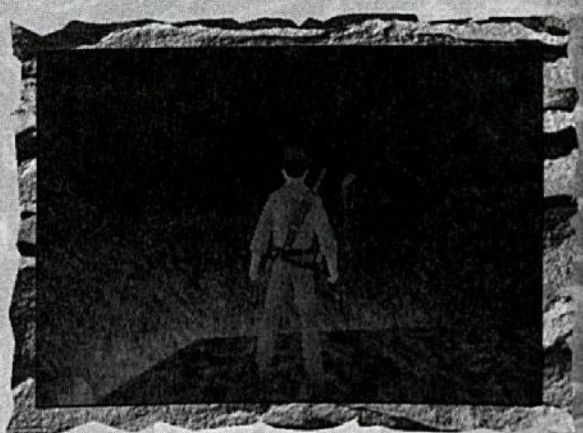
When this close to the guardian's arm, turn on Taklit's Part, wait for the guardian to react, and run forward. You can safely use Taklit's Part for about 10 paces, so don't turn in on until the last minute, and turn it off as soon as you're safe.



When the Lava Guardian starts to duck down like this, *run*.



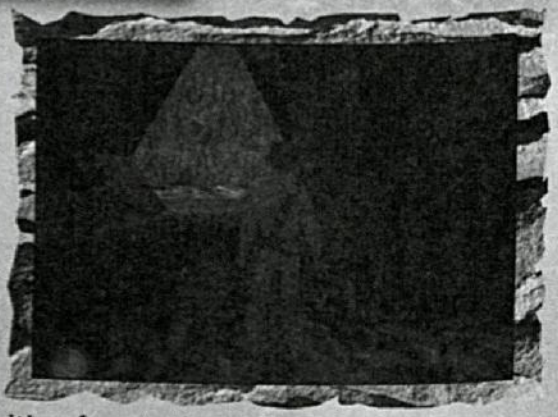
The island beyond features stakes and a Lava Man who's pretty easy to run past.



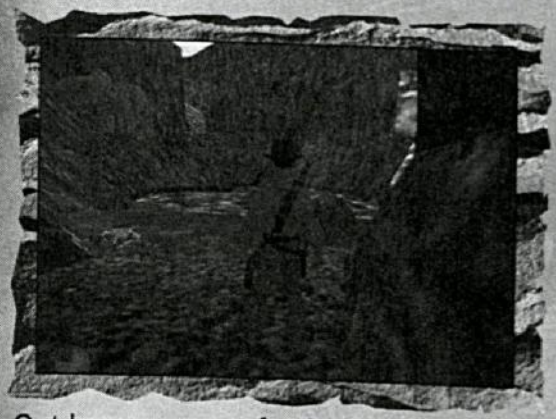
Execute a standard running jump into the cave beyond.

PALAWAN TEMPLE

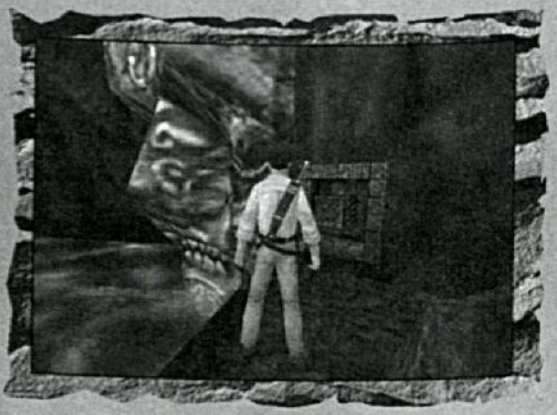
There are spike housings in your way for a while, so get out your lighter.



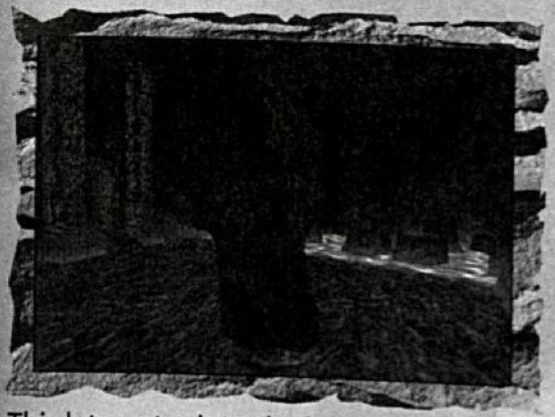
It's safe now to put the lighter away and walk toward the outside, but draw your gun.



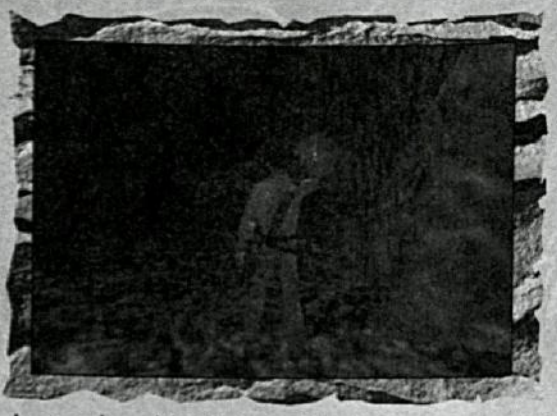
Out here you must fend off a monitor lizard.



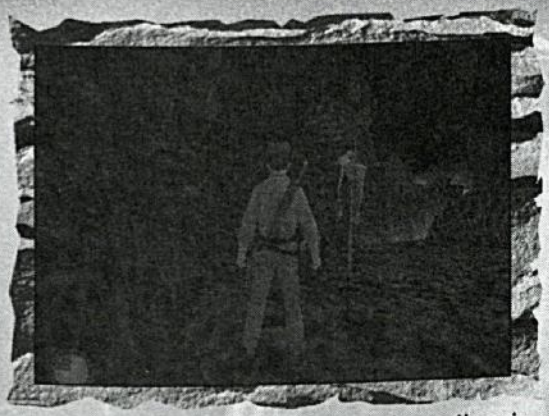
Press this button.



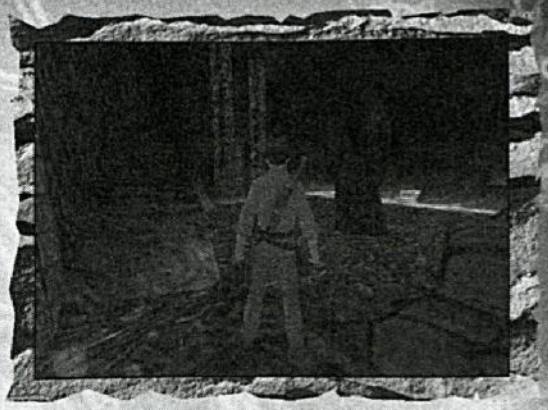
This lets water into the lava room, which cools and hardens the lava—*and* the Lava Guardian.



As you head back in to the lava room, remember the spike housings and get your lighter out again.



Again, the Lava Warrior near the spikes is pretty easy to run past.



The cooled lava is perfectly safe to walk on, and the Lava Guardian poses no danger now as you head for the exit.

Walk out to the next level.

Chapter 9
Jeep Trek

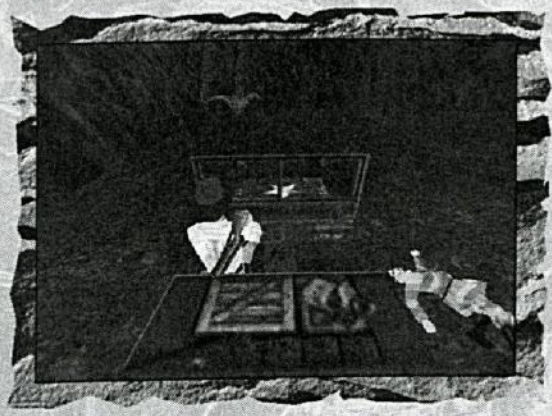
Indiana Jones emerges from the steamy Palawan Temple only to find that Sophia and Simon Turner have abandoned the campsite. Worse, the area is crawling with Soviet thugs. They've destroyed most of the bridges leading to the coast, so Indy can't escape on foot. Fortunately, his companions left a sturdy Jeep behind.

Yes, this level features a wild Jeep ride across Palawan Island. It's a lot of fun: you'll barrel through caves, fly across gaps in shattered bridges, plow down squads of Russians, and roar through a maze of Jeep paths as Indy makes his mad dash to freedom.

Several Soviet goon squads and a few lone gunmen roam about on foot. No other creatures threaten Indy in this level, but beware the deadly Soviet machine-gunner later in the level. This annoying fellow rides in the back of a military truck that harasses Indy as he negotiates the final maze of Jeep trails.

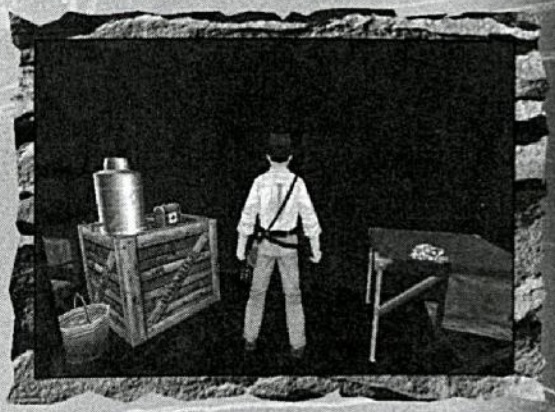
ENEMIES

Soviet thugs

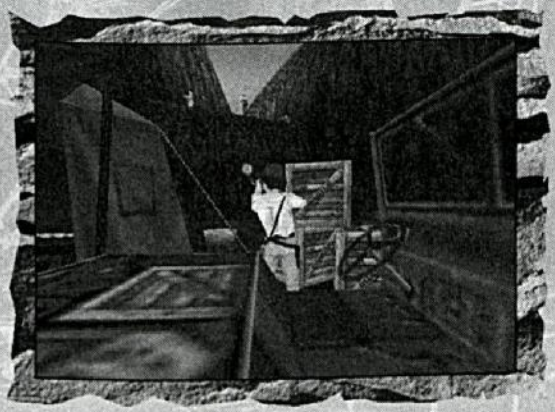


STEP BY STEP

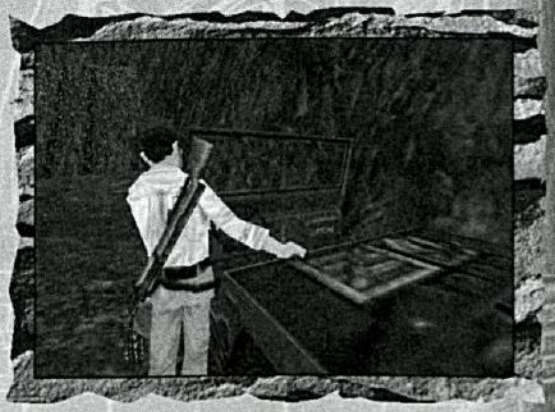
Here's where Indy starts. After a few seconds, a Soviet squad (circled here) deploys atop the ridge behind the encampment. Go directly into the tent.



Grab the pile of gold coins on the table (at right) and the Trauma Kit on the crate (at left).

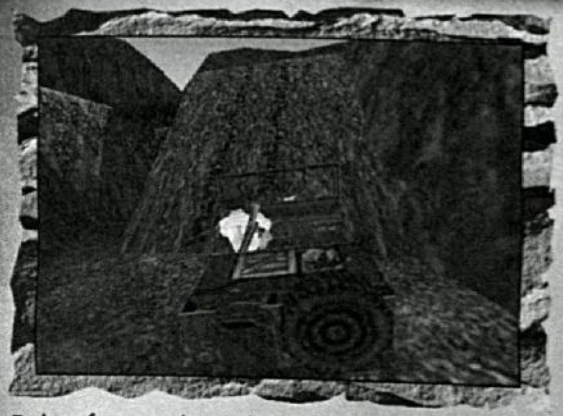


Exit the tent and sharpshoot the Russians on the hill to drive them back. Use the crates for cover.



Face the driver's side of the Jeep and press Control to hop in and start it up.

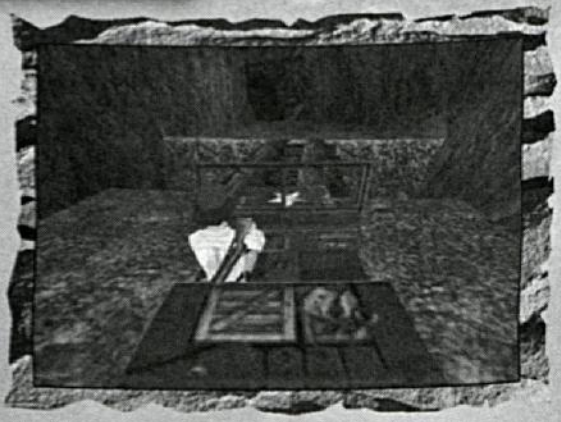
JEEP TREK



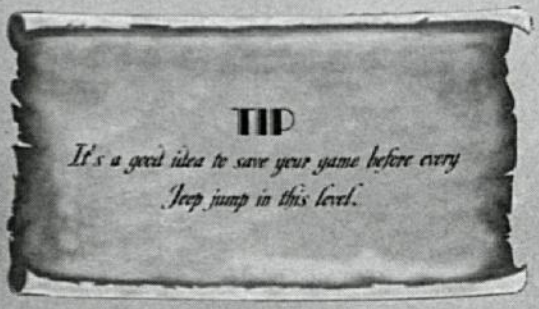
Drive forward up the hill to the right of the ravine. (Just follow the Jeep tracks up.)

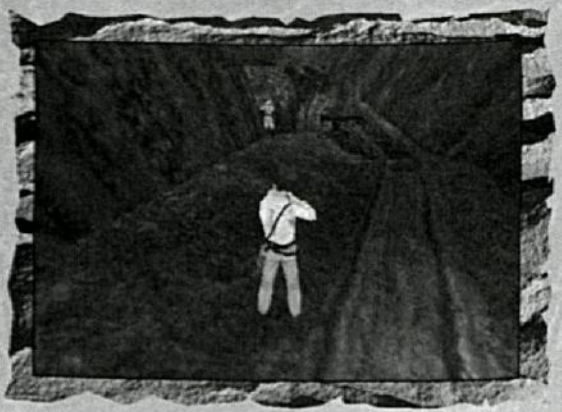
Inside the cave, stop when you see the gold coins on the right. Press Control to exit the Jeep. Pick up the coins, and then hop aboard again and drive out of the cave.

Stop just as you exit the cave. See the bridge ahead? As you approach, it blows up, leaving a gap. Line up your approach, and then drive very fast over the bridge (hitting Shift to pick up speed as you go forward) to jump across the gap.

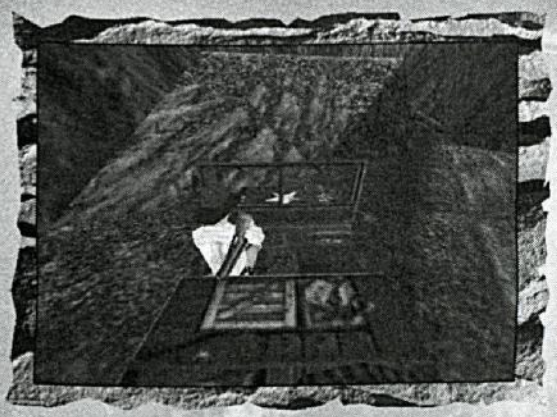


At the top, turn sharply left and drive carefully across the bridge. No need to hurry yet. Continue into the cave.

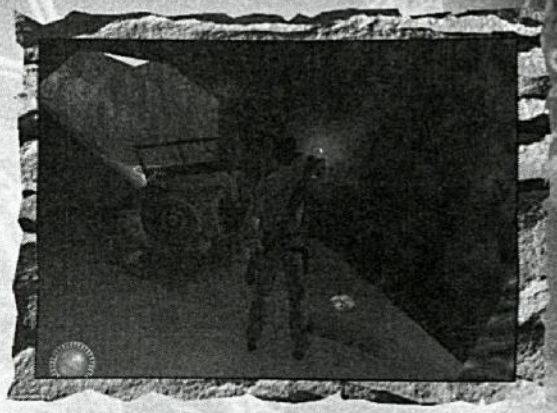




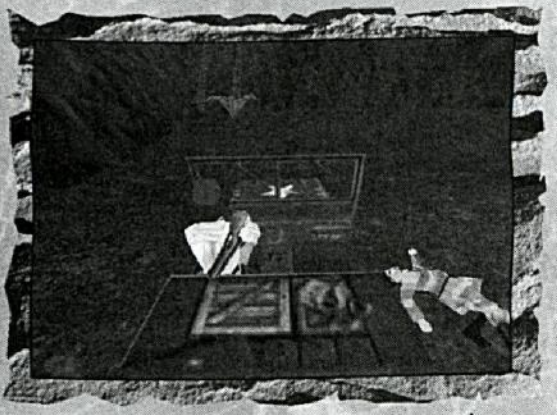
Follow the ravine until you see the third bridge. This one isn't "jumpable." But there is a way to cross. First, exit the Jeep, run up ahead, and gun down the pair of Soviet scum.



Return to the Jeep and veer up the mossy hill to the left of the broken bridge at full speed. Jump over the gap.



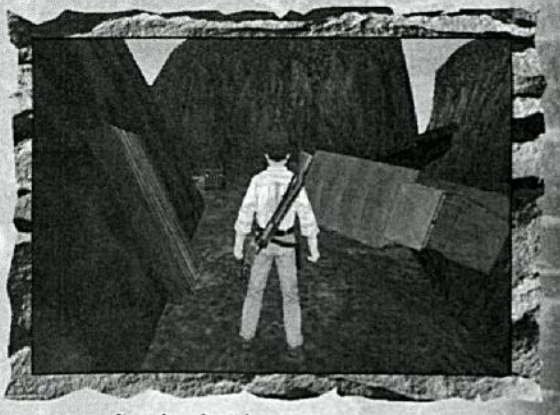
Stop in the next cave and scoop up the pile of coins.



Roar out of the cave and run down the Russian gunner. Amazing how far a Jeep can knock a fellow, isn't it?

Continue to the next broken bridge. A trio of Russians opens fire from behind a couple of crates. You can dismount and gun them down, or—more fun—run the Soviets into the ground with the Jeep.

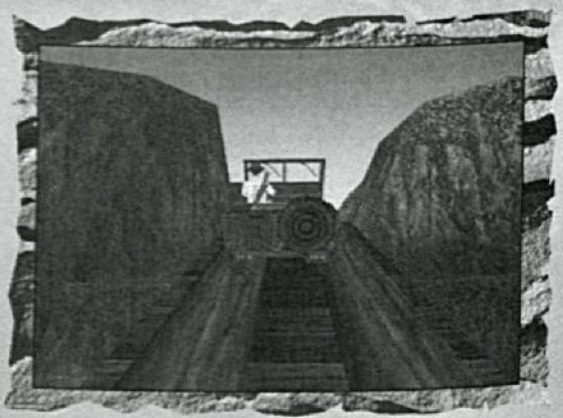
Get out of the Jeep and grab the cashbox from behind the crates.



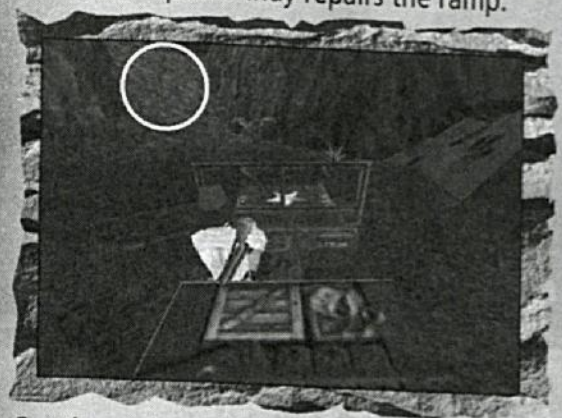
Time to fix the bridge ramp so Indy can make the jump. First, pick up the 2-meter plank near the overturned truck.

JEEP TREK

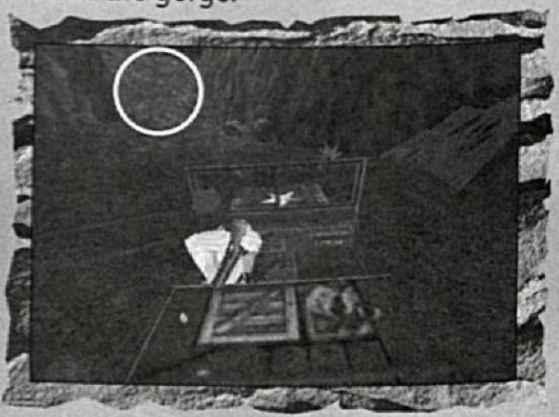
Walk Indy to the spot where the tire track ends, just before the broken ramp. Then use the 2-meter plank. Indy repairs the ramp.



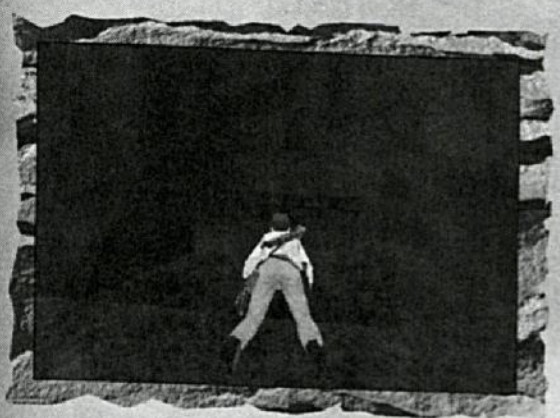
Return to the Jeep and drive full-speed up the repaired ramp to jump to the other side of the gorge.



Continue along the jeep path. When you reach the collapsed cave, veer left and follow the ravine (circled here).



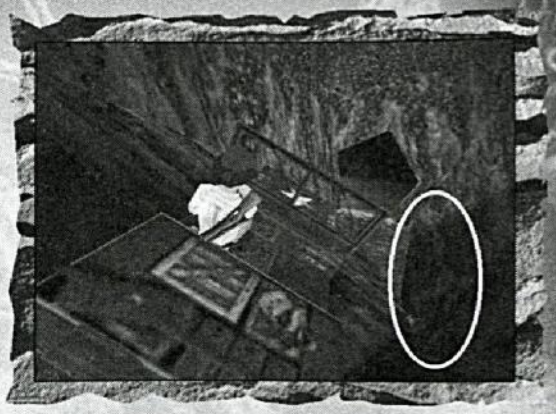
Where the path ends, three Soviet thugs wait to ambush you. (Run them down!) You'll also find this low cave (circled) on the right side of the ravine wall.



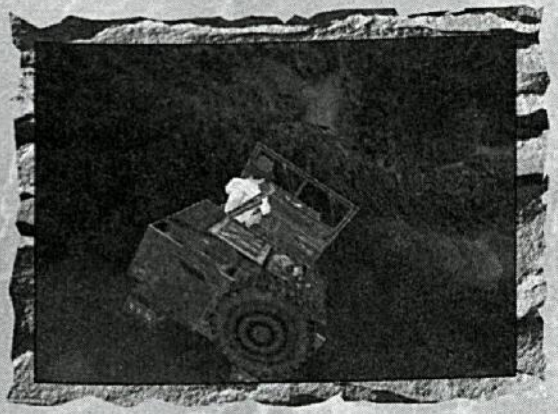
Get out of the Jeep again. Press C and crawl into the low cave.

Aha! A silver idol. Grab that treasure and crawl back out to the Jeep.

Drive the Jeep back to the mouth of the ravine, turn right, and climb that moss-covered rock slope.

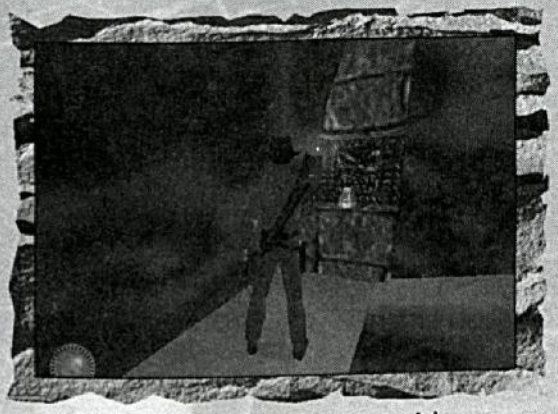


Follow the ravine and *stay to the left!* The road washes out to the right (circled here) just before you enter the next cave.



Drive full speed and stay *hard left* in the spiral cave; otherwise the Jeep will slip off the sloped track to the right and fall.

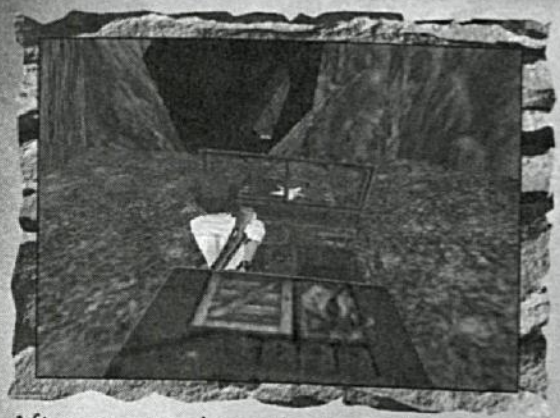
At the bottom of the spiral, near the cave exit, find this crumbling arch of rocks. Activate Urgon's Part from inventory and use it on the rock face to shatter it...



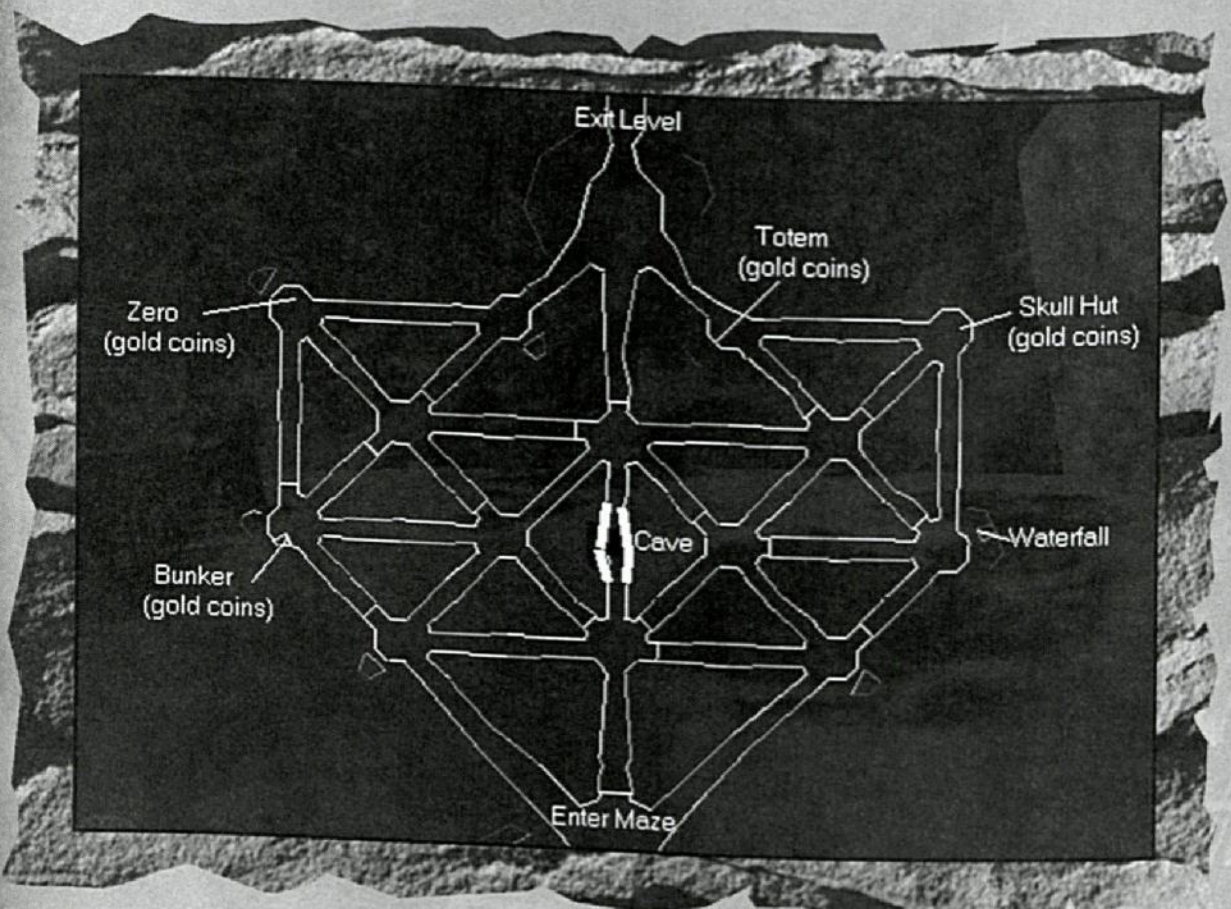
...revealing this hidden alcove with a golden idol treasure. Grab the idol and return to the Jeep.

Continue driving up the switchback path. Careful! A bomb-throwing Russian (circled here) waits at the top of the steep hill.

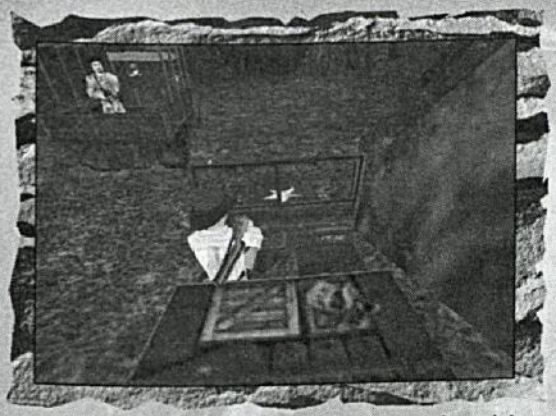
JEEP TREK



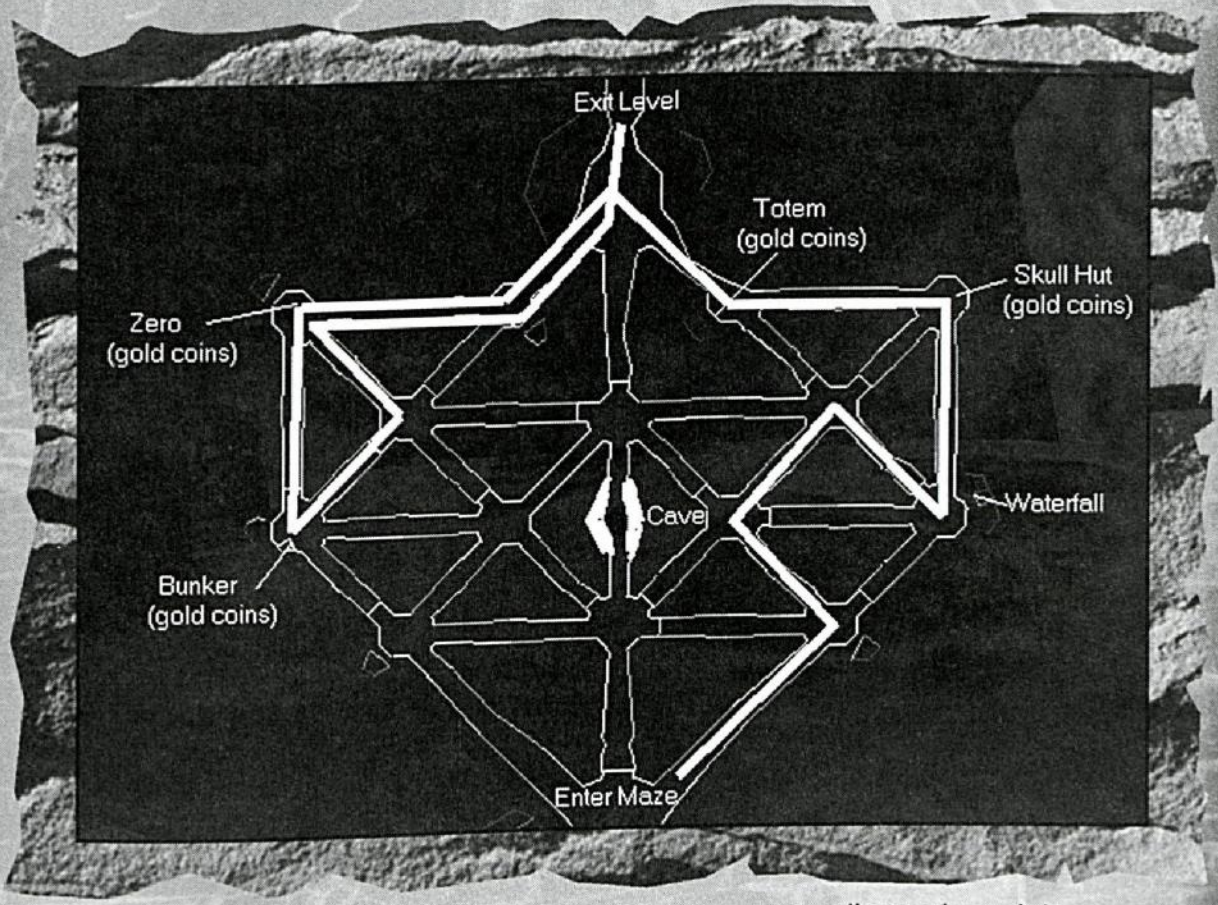
After you run down the Soviet bomber—he's an easy target—drive through the next cave.



The next area is a maze of Jeep trails full of Russians and a few treasures. Some of the passages are "one-way"—low ledges block passage in one direction. Here's a handy map of the maze.



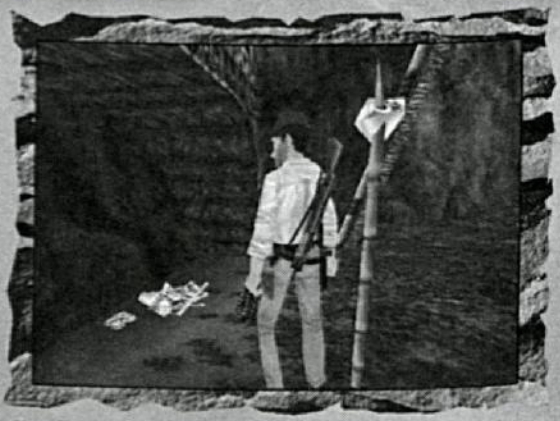
As you navigate, keep an eye out for this wandering Soviet truck with the machine-gunner in back. This pesky vehicle will dog your movements through the area.



Here's an efficient route through the maze. The following steps walk you through it.

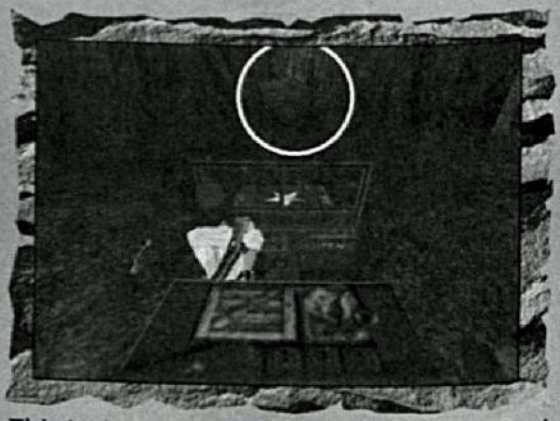
JEEP TREK

From the entrance clearing, take the far-right path. At the next three intersections, take the rightmost path available. You should end up at this waterfall.

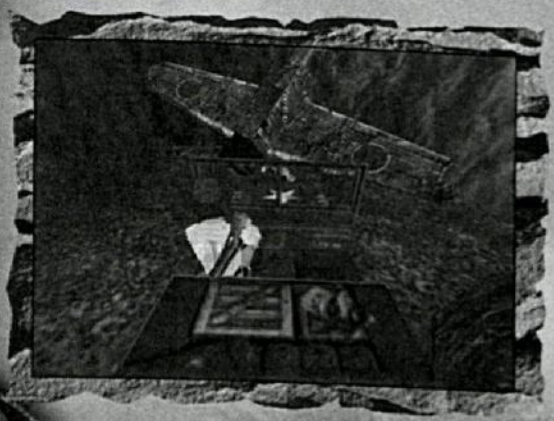


At the waterfall, go left. The path leads to Skull Hut. Exit the Jeep and pick off the lone Soviet guard; then snatch the pile of coins inside the hut.

Drive the Jeep down the rightmost path (facing away from the hut) until you reach this carved totem on the left side of the road. Get out, grab the coins from behind the carving, and then drive past the totem to the next clearing.



This is the exit clearing, but Indy must find two more treasures before he leaves. Take the farthest path (circled here).



Keep to the right until you reach the wreckage of the WWII Japanese Zero. Exit the Jeep and eliminate the Soviet guard. Then slip under the Zero's wing and retrieve the gold coins hidden in back. Return to the Jeep.

Turn away from the Zero and take the rightmost path to the sandbag bunker. Dismount and pick off the Russian guard. Then hop into the bunker and grab the gold coins.

TIP

If you shoot the gasoline canister stored in the bunker, it explodes. Nail it when the guard is near by to take him out the easy way.

Follow the map route back to the exit clearing and drive over this final hill to escape. (The hill is steep and looks more like a wall, but Indy's Jeep can handle it.)

Sophia appears and drops her helicopter close to Indy's Jeep. Jones makes a remarkable leap to a dangling ladder, climbs aboard...

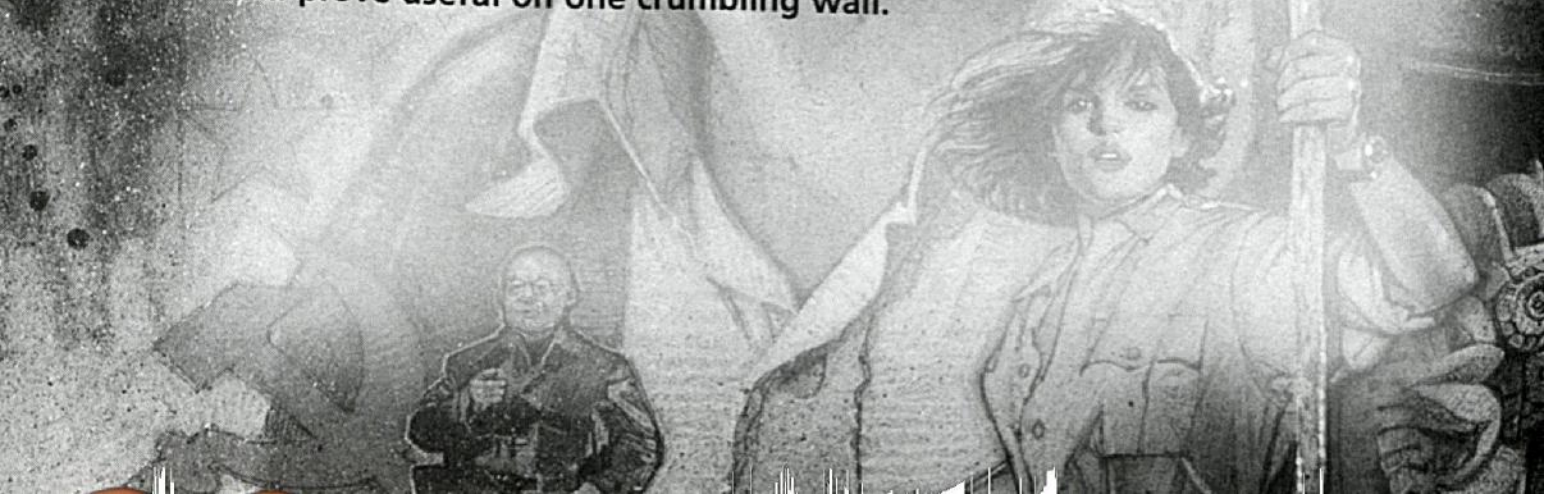
...and listens to the latest news as Sophia's craft whirls off into the ocean mists.

Chapter 10
Teotihuacan

Indy's hair-raising escape from the Philippines brings new direction to his quest. Sophia reports the Russians have abandoned their efforts around Palawan Lagoon; now they concentrate on the Pyramid of the Sun site in Teotihuacan, Mexico. Apparently, Volodnikov has heard tales of ancient machinery in the ruins—machinery, says Sophia, "built by some ancient Babylonian priest named Azerim." Azerim, of course, is one of the priests Marduk dispatched using pieces of the Infernal Machine.

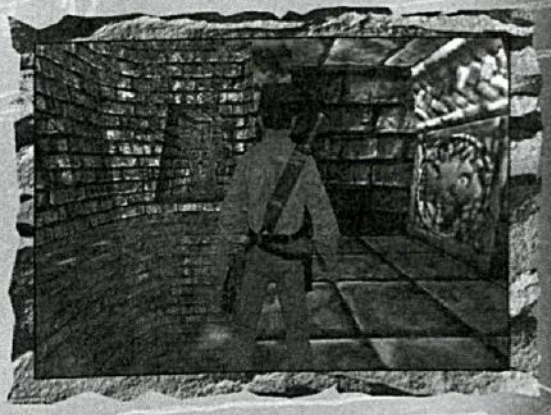
At the heart of this level is a diabolically difficult mechanical puzzle featuring a massive Gear Room and other mechanisms. The ultimate goal is to "bring the sun" into the Sun Pyramid by opening floor portals on each level of the structure. First, Indy must align stone gears to open hidden doors. Then he must gather mysterious idols and utilize them in different ways.

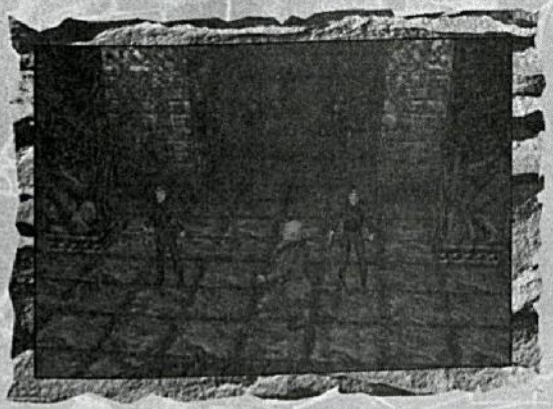
Navigating the pyramid's ancient architectural maze demands the usual assortment of hops, jumps, climbs, and drops. As you might expect, the long-deserted site also crawls with some of Indy's favorite creatures—huge spiders, killer scorpions, a few oversized biting fish, the occasional slithering snake, and, of course, Volodnikov's Russian thugs. To survive, Indy will need his whip, wits, and a good supply of bullets. Urgon's Part will prove useful on one crumbling wall.



ENEMIES

- Spiders
- Scorpions
- Biting Fish
- Snakes
- Thugs



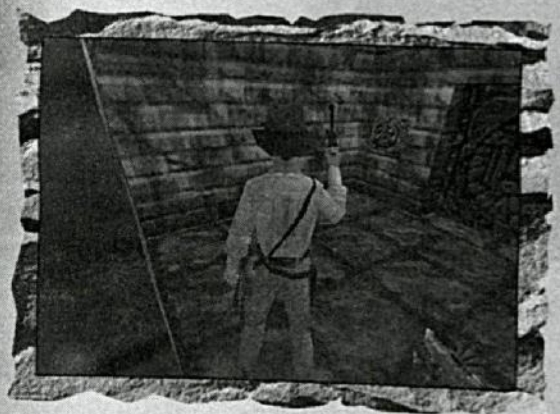


TEOTIHUACAN

STEP BY STEP

After you slide down into the site, go forward into the large room. Enter the small alcove on the room's left and nab the health pack.

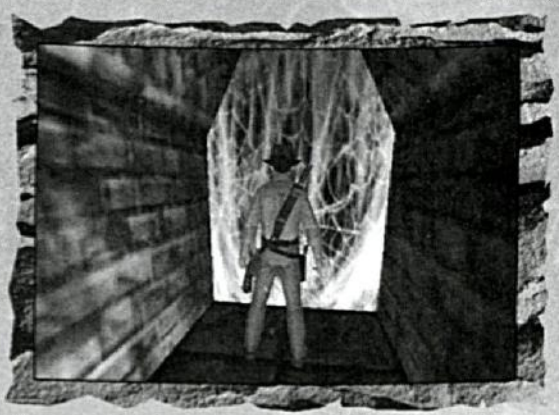
Exit the alcove and cross the room to the stone button. Push the button to open the door.



Draw your weapon! As you go through the doorway, kill the huge spider that drops from the ceiling.

Now go down the corridor and hack through the spiderweb with your machete.

Execute a crisp forward roll across this deadly pressure plate.

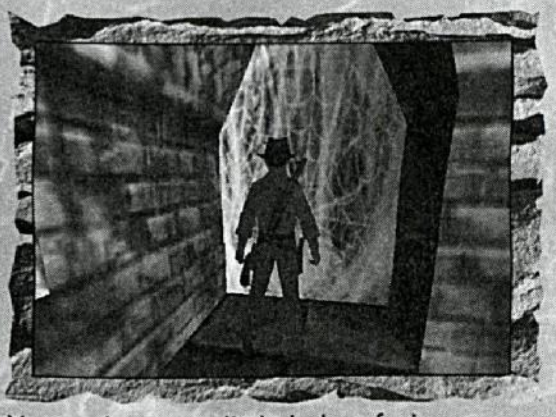


You end up face to face with another sticky web. Hack through with your machete and proceed down the sloping corridor.

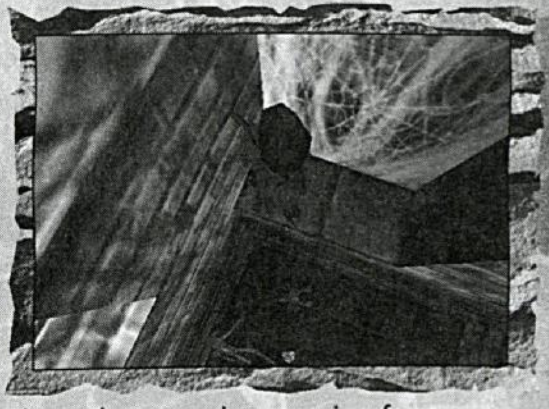
See that Stone Key in the alcove? Nab it and *immediately* roll just before the floor slides out from under you.

NOTE

If you fall into the pit, you can escape, but you must fight both huge scorpions up close and personal. Better to roll to the ledge and reduce the threat by half.

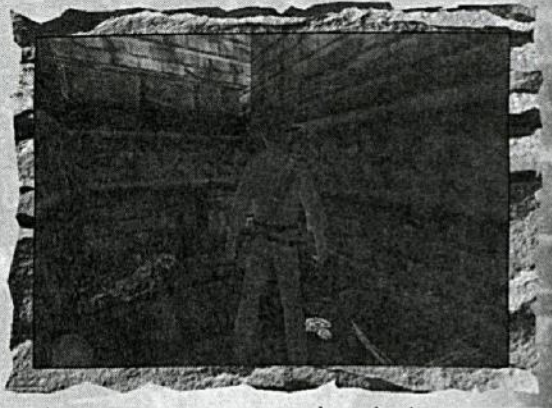


You end up on a little ledge, facing another spiderweb. Turn back to the pit.



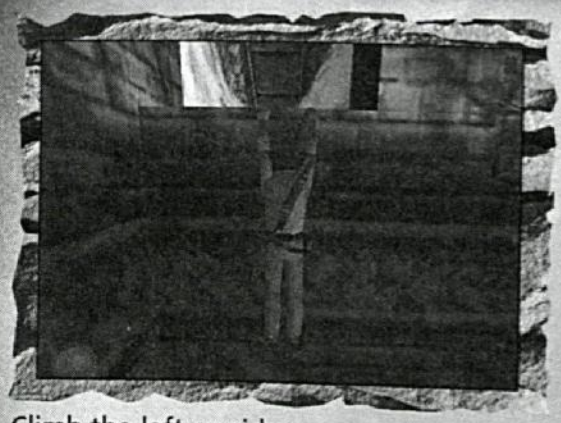
Shoot that scurrying scorpion from the ledge.

Keep your weapon drawn, hop into the pit, and quickly spin right to shoot the second scorpion.

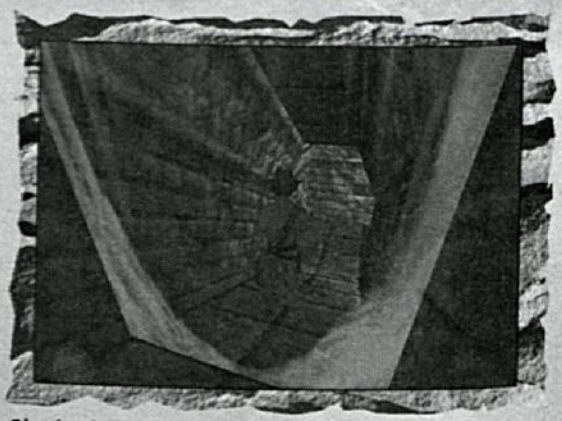


Holster your weapon and grab the treasure near the skeleton.

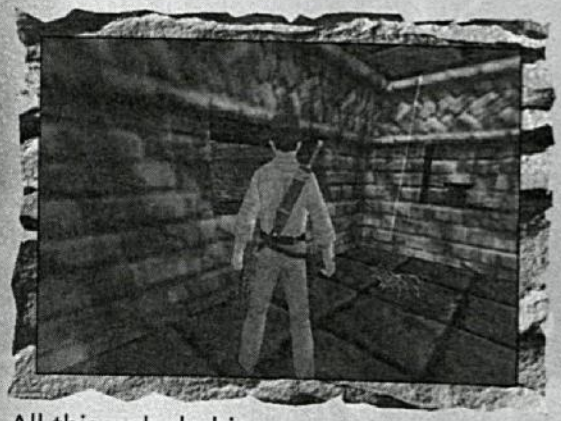
TEOTIHUACAN



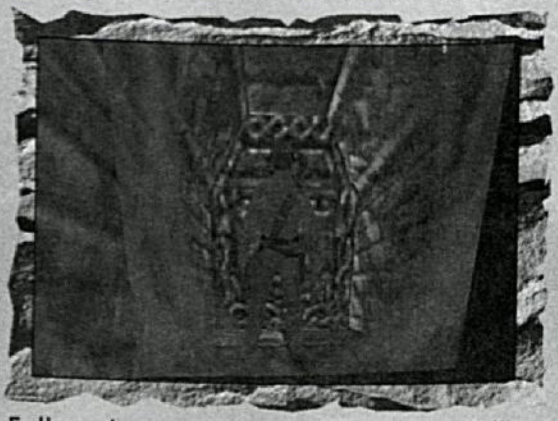
Climb the left corridor.



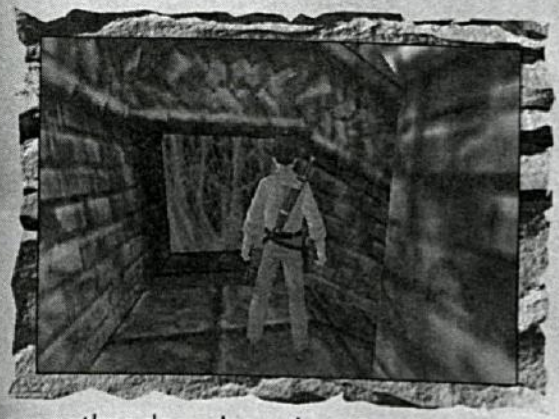
Slash through the web; then follow the corridor to the next web and slash that, too.



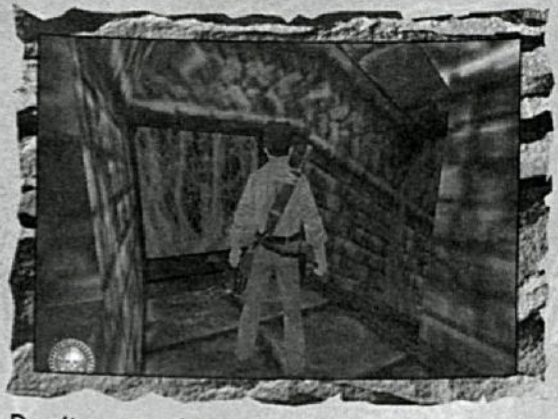
All this web-slashing angers a pair of spiders that drop from the ceiling ahead. Slay the nasty arachnids and proceed.



Follow the corridor down until this sliding door slams in your face, blocking the passage. When you turn and walk Indy back up the corridor...



...another door slams shut. But this time, a new passage opens, revealing more treasure.



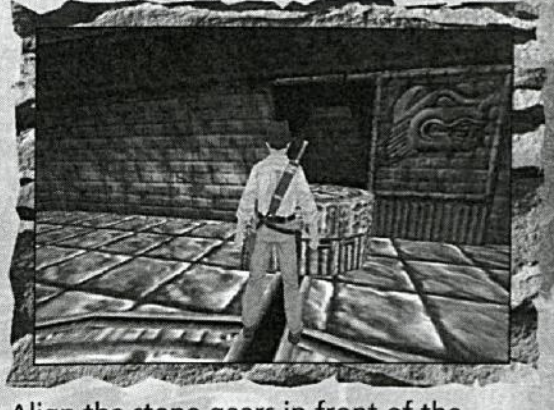
Don't waste time admiring the treasure. When you approach the pile of coins, another spider drops from the ceiling, protecting its web. Kill it and hack through the web.

Another wall button! Give it a push to reopen both doors that slammed shut in the corridor.

Return to the corridor and follow it downhill to the spectacular Gear Room. After you comment on the amazing stone gears, hop down to the floor.

NOTE

Your overall goal is to raise the statue (with its central gear) to the Gear Room level, line up the smaller stone gears in this room in front of each of the four doors—Jaguar, Bird, Fish, Three-headed—and then use the central gear to open the door.



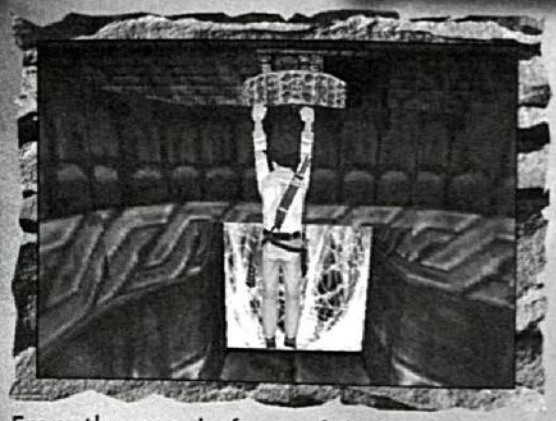
Align the stone gears in front of the Jaguar door. First, approach and push it along its slot against the door.

Approach the gear in front of the Bird door and push it away from the door, toward the center of the room.

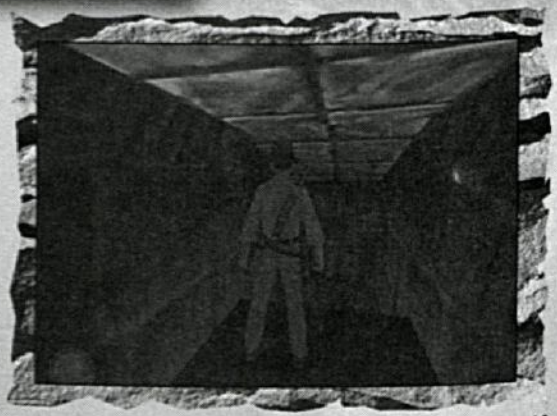
If you look over at the Three-headed door from near the center hole, you can see a narrow, web-shrouded corridor just under the edge of the hole.

INDIANA JONES and the INFERNAL MACHINE

TEOTIHUACAN



From the gear in front of the Three-headed door, back Indy toward the hole in the center of the floor and hang down.

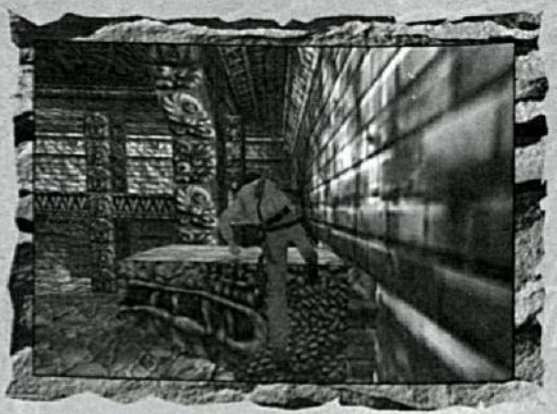


Drop to the small alcove below and pull yourself up. Hack through the web and move down the dark hall to this ledge. See that green gem across the chasm? Take a running leap to get it.

Drop into the room below.

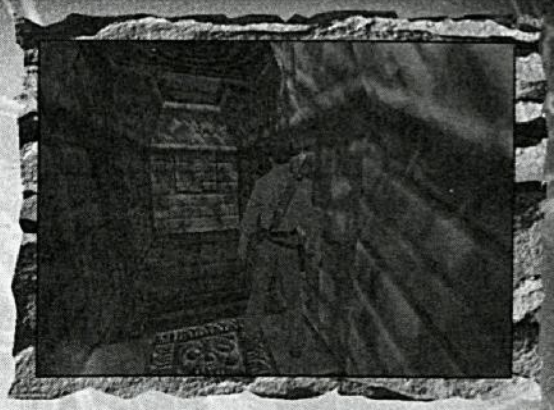
Three of the four walls feature alcoves with ornate, snake-headed pillars.

Pull each snake-headed pillar over its corresponding golden glyph on the floor. With each pillar you pull, there is a cutscene of the huge central statue rising higher.

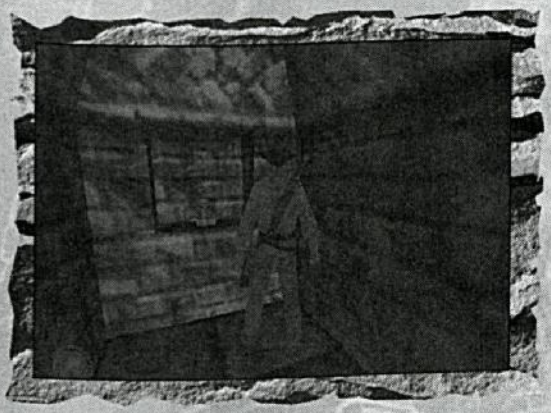


Jump and climb atop the snake-head pillar directly opposite the massive circular door. Face the huge central statue, then turn right.

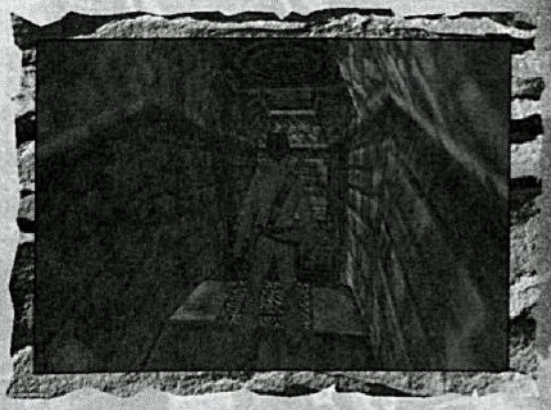
Hop across to the walkway, across the next gap, and enter the bluish hallway.



Climb the corridor to the pressure plate at the top. See the golden idol across the gap? *Save your game here.*

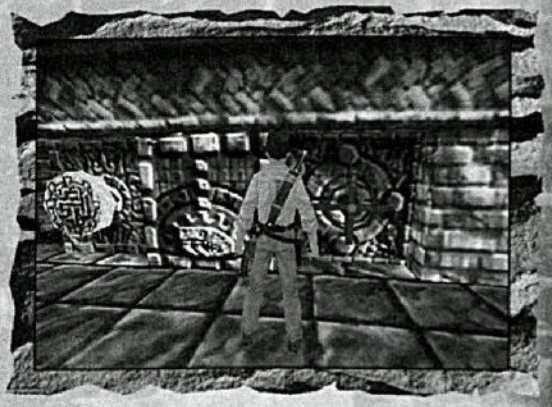


Step on the pressure plate, and then step back quickly. When the block falls, run across and grab the treasure. The block rises again, so hop back across the gap.



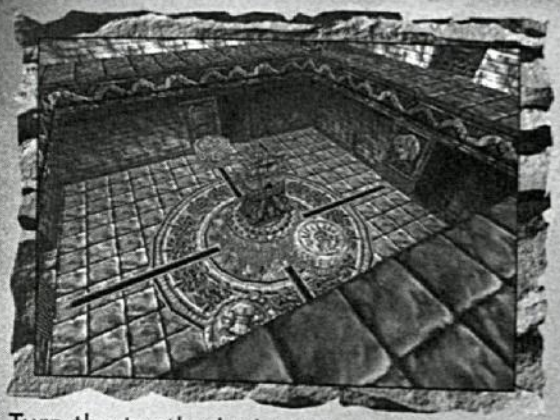
Step on the pressure plate again. When the block falls this time, step onto it and ride up to the next level.

Climb the ramp to the top and grab the red jewel. Then push the wall button to open the door. Step through the door onto the balcony around the Gear Room.



Go left and follow the balcony to the pair of manual control wheels—one toothed, one smooth-edged—jutting from the wall.

TEOTIHUACAN



Turn the toothed wheel (at right). Two of the stone gears on the floor below align with the Fish door.

Turn the smooth-edged wheel (at left). The final gear aligns and the Fish door opens.

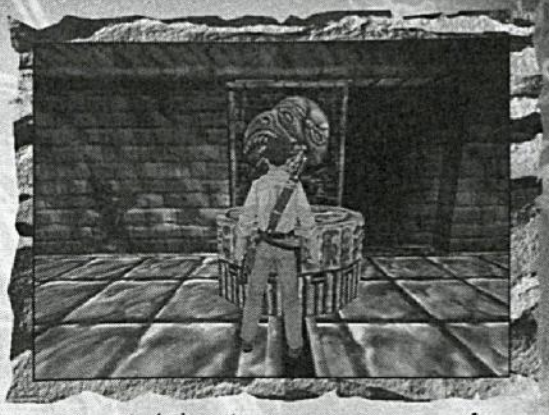
Go back to the toothed wheel and turn it twice to move the stone gears to the Jaguar door. Then turn the smooth-edged wheel to open the Jaguar door.

Important: Turn the toothed wheel one more time to move the two inner stone gears away from the Jaguar door. Then hop down to the floor of the Gear Room.

Pull the stone gear away from the Fish door.

Push the stone gear against the Three-headed door.

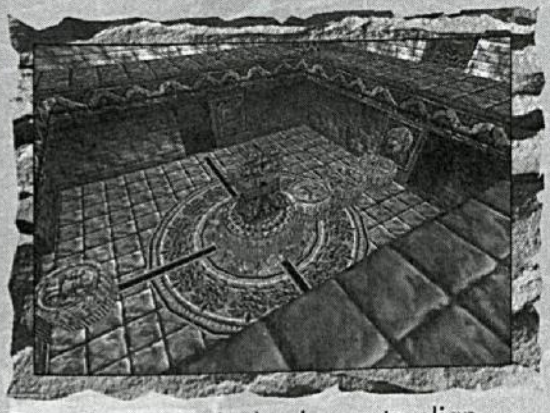
Pull the stone gear away from the Jaguar door. Then walk around to the other side of the gear and push it toward the central statue.



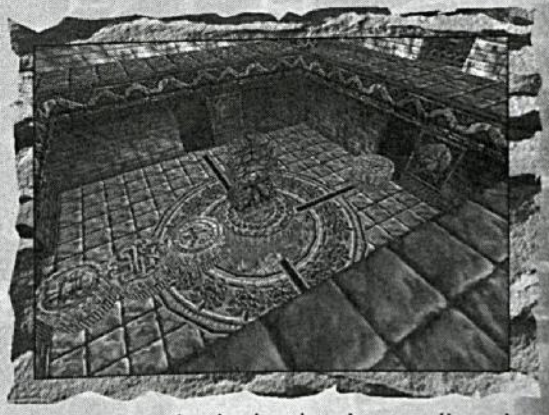
Pull the Bird door's stone gear away from the central statue. Then walk around the gear and push it up against the Bird door.

Turn right and enter the elevator. Push the button on the rear wall to ride up to the balcony level.

Approach the control wheels again.



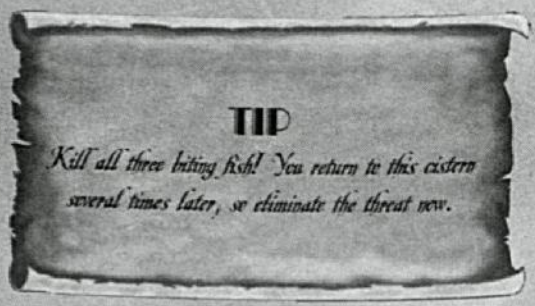
Turn the toothed wheel once to align three stone gears in front of the Bird door. Then turn the smooth-edged wheel to open the Bird door.



Turn the toothed wheel twice to align the stone gears in front of the Three-headed door. Then turn the smooth-edged wheel to open the Three-headed door.

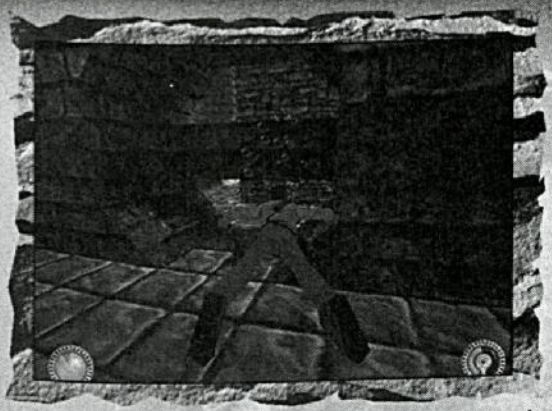
Important: Turn the toothed control wheel one last time! This moves the two inner stone gears back into position. (You don't want them lined up in front of the Three-headed door. You'll see why later.)

Hop down to the main floor and go through the now-open Fish door.



You encounter a biting fish-infested cistern. Your first goal is to reach that idol alcove to the right (shown here). Unfortunately, you can't shoot the carnivorous aqua-pests from the safety of the shore. Hop into the water and hack them up with your machete.

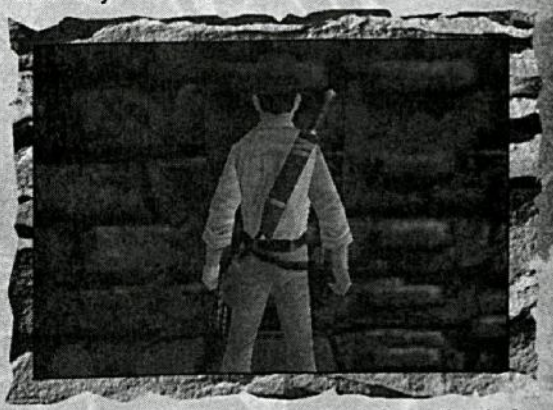
Swim to the idol alcove and climb up. Go behind the idol to see the keyhole (under the nose on the wall's face). Use the Water Key on the key-hole. You'll view a cutscene of an underwater door opening in the cistern.



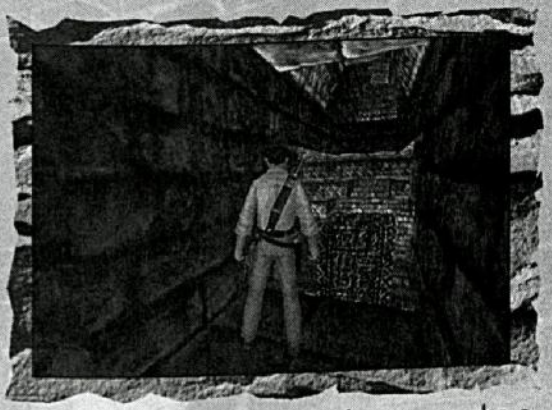
Hop back into the water, swim down, and head through the new opening.

Ahead lies a stone tower. Swim to its opposite side to find a round switch in the middle of a golden skull. Pull the switch to see the stone tower rise. (If you didn't kill the biting fish earlier, they'll hound you now, as shown here.)

You're probably running low on air, so swim straight up and climb onto the ledge facing this short doorway.



Enter the small doorway and face the left wall. Aha! It has a climbable texture. Press [X] to get a grip on it, and then climb up.



From the little corridor at the top, make a running leap...

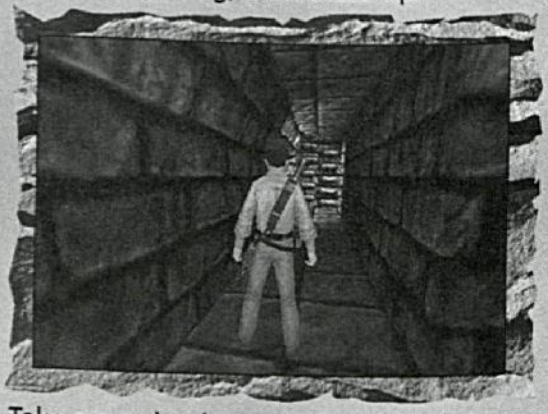
...onto the stone tower you just raised from the cistern. Step forward to the far edge of the tower and jump up to grab the ledge above.

TEOTIHUACAN

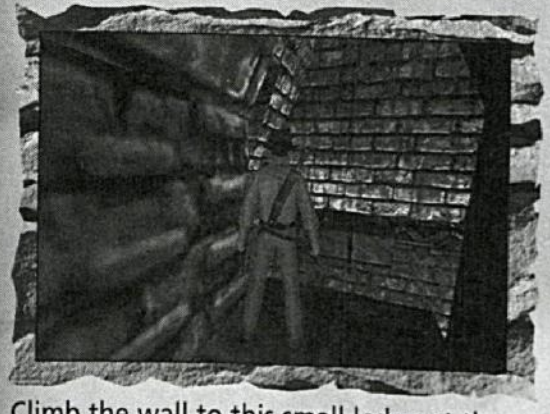
Pull yourself into this narrow hallway and follow it to the end.

Shimmy time! At the hallway's end, turn Indy around and back him to the edge until he climbs down and hangs from the lip. Shimmy to the right until you reach the next opening; then climb up.

Turn Indy to face the opening on the far wall.



Take a running jump across to the far ledge. Follow the hallway to the textured wall at the end.

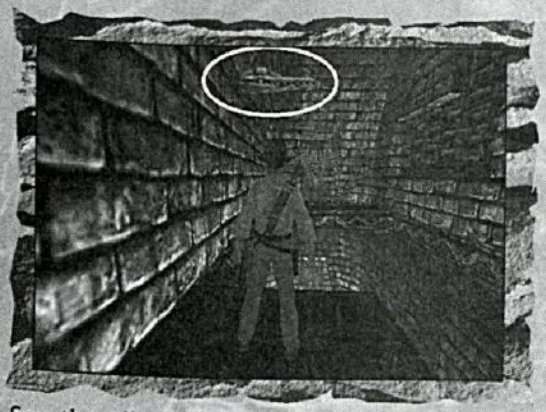


Climb the wall to this small ledge at the top. Hop across to the narrow bluish ledge.

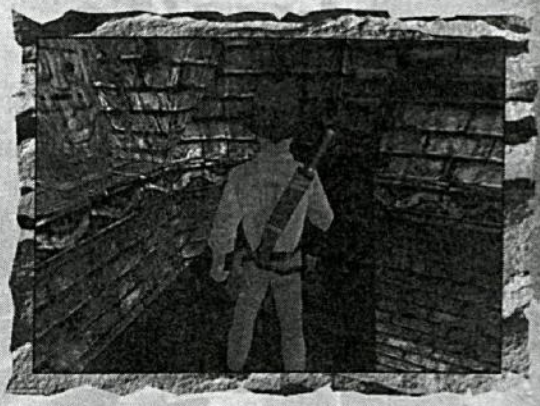
Turn left to face this idol alcove. Then take a running leap across to it.

Walk around the idol to find a nice treasure tucked behind it.

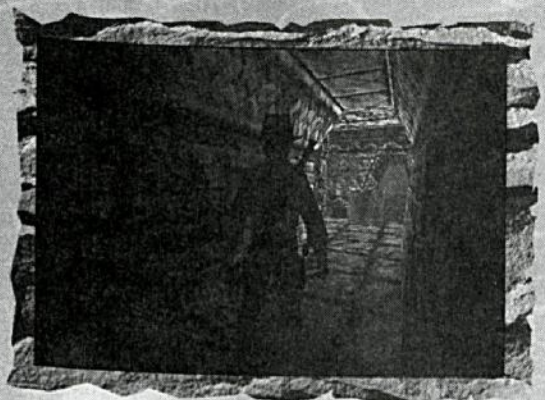
Now you need to hop back to the small bluish ledge.



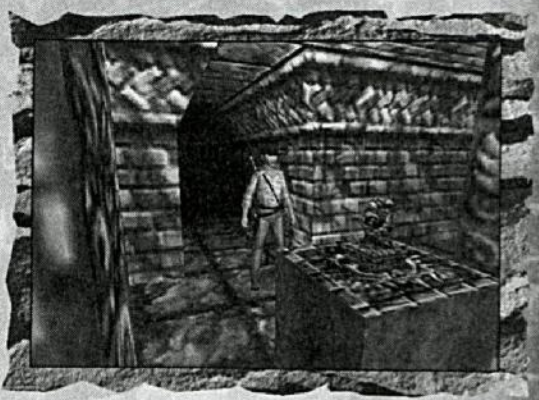
See the alligator head (circled here) jutting from the wall? Looks "whippable," doesn't it? Wield the whip and use it to swing Indy across to the stone bridge.)



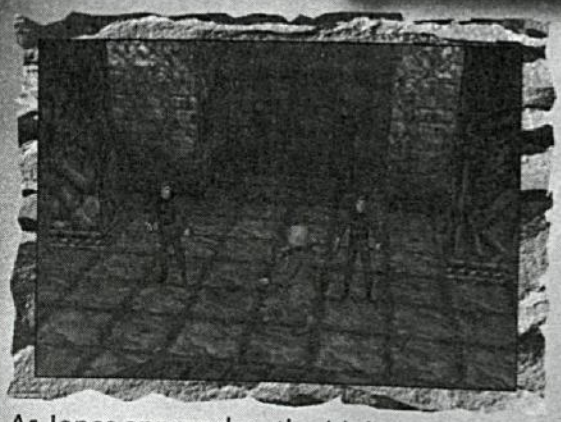
Put the whip away, turn right, and cross the bridge to this textured wall. Mount the wall.



Climb up, right, and then up again (a long way) to yet another narrow corridor.



Walk down the corridor. Wow! The Fish Idol.



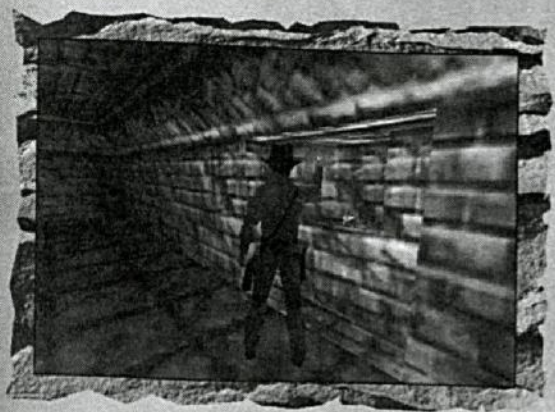
As Jones approaches the idol, watch the cutscene starring Dr. Volodnikov and his Soviet goons.

Take the Fish Idol and watch the roof open. At last, a little sunshine in the Temple of the Sun.

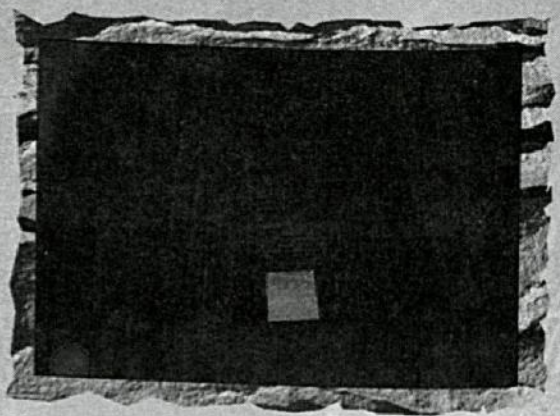
TIP

Pick off the four Russian goons from above, where they can't chase you. (It makes life much easier later.) Take your time and pick them off one at a time, ducking behind pillars to minimize damage.

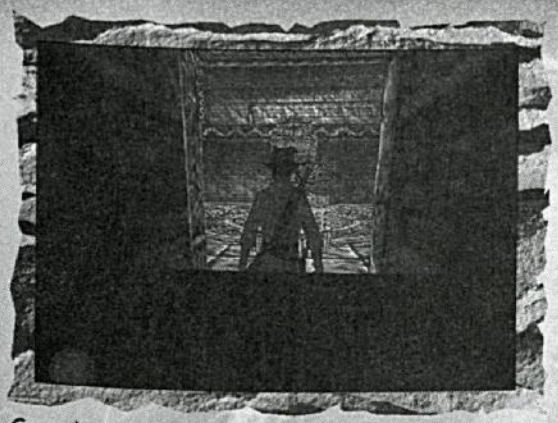
Turn left and follow the ledge around to the silver mirror in the wall alcove. (If you haven't killed the guards yet, try hitting C to crawl and stay out of sight.) Gosh, what a beautiful piece of antiquity! Steal it.



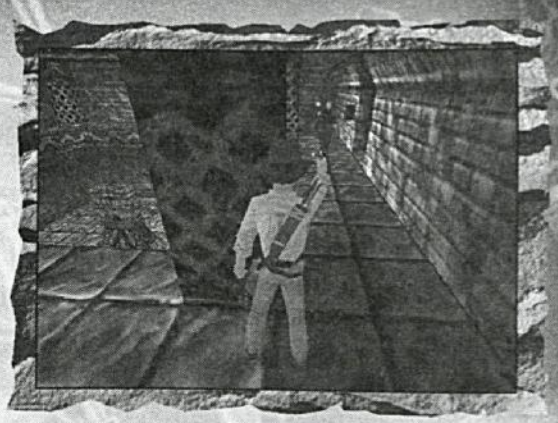
Walk along the ledge to the opposite side and grab the red jewel in the alcove.



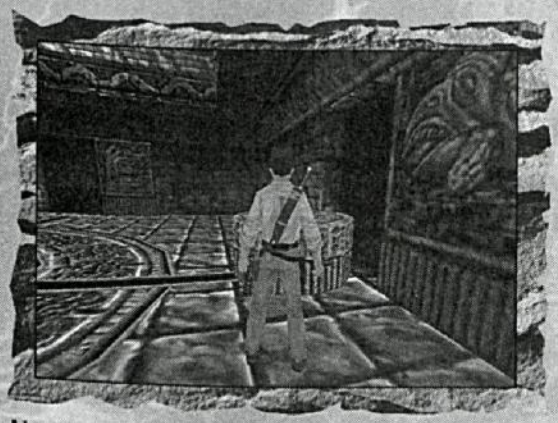
Now you must work your way back down to the Gear Room. The quickest way? Head back down the hallway behind the Fish Idol pedestal. Look down. See the water far, far below? Go for it! Take a flying leap.



Crawl out of the water and draw your weapon. Then go through the Fish door passage. Look out! Two Soviet guards now patrol the Gear Room.

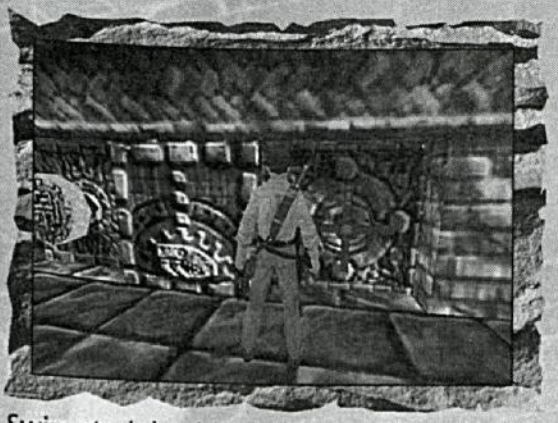


One guard is on the main floor; the other is up on the balcony with the control wheels. (Although you can shoot the second guard from the floor, it may be easier to ride the elevator up and engage him on the balcony.)

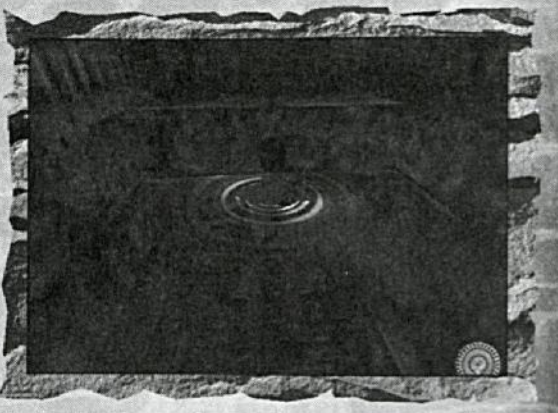


Now go through the Bird door.

Walk straight to the cistern and hop in the water.



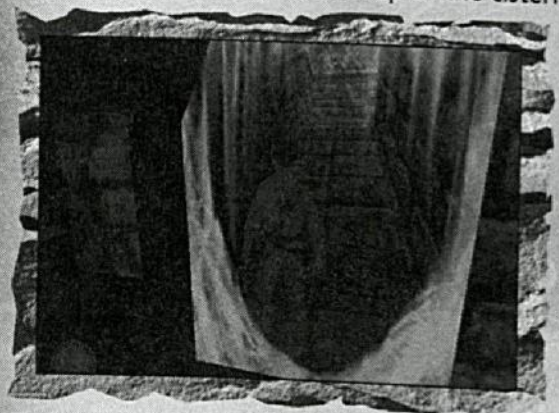
Swim straight down and enter the short door at the bottom of the cistern.



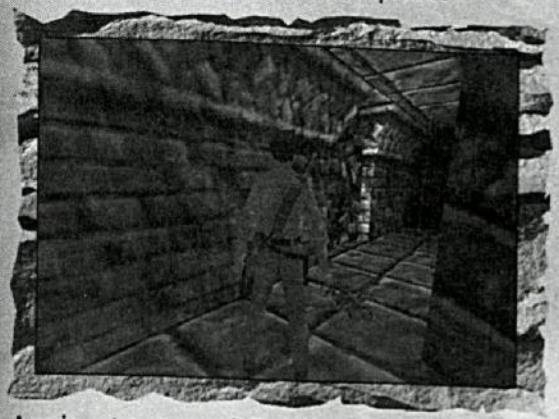
Swim halfway down the passage to the vertical shaft. Then swim straight up the shaft to the surface.

TEOTIHUACAN

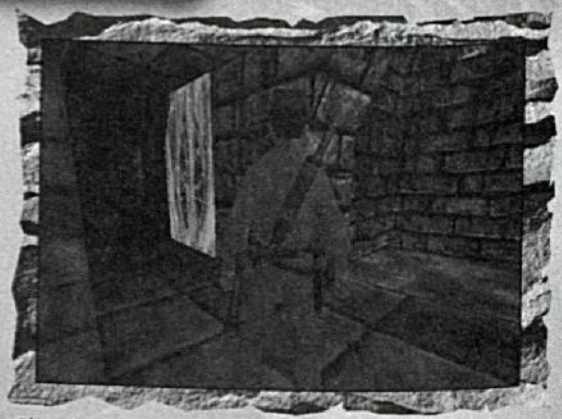
Climb out of the water onto the ledge and nab the silver idol. Then hop back into the water and retrace your swimming route down, forward, and back up to the top of the cistern.



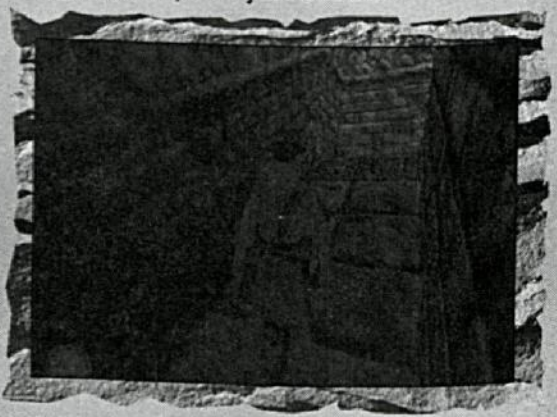
Stay armed; a spider lurks ahead. See the first pressure plate on the floor just beyond the web? Step near it, and then hold down Z and forward-roll over the plate.



Again, stay armed. Perform another forward roll over the second pressure plate. As soon as you pop up, another spider drops and attacks. *Die, arachnid!*

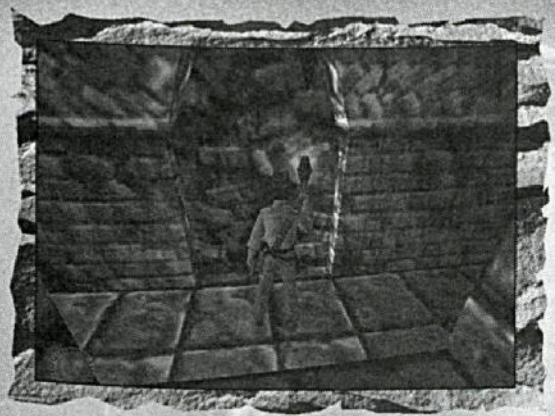


Climb out of the water, turn right and hack through the spiderweb. Don't enter the hallway yet! Two pressure plate-triggered traps lie just ahead.

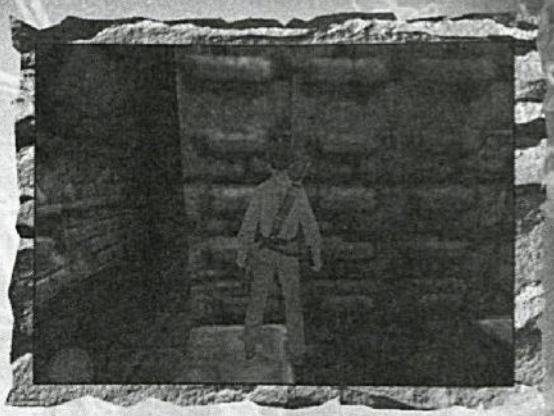


After your roll, the spider drops to the floor and attacks. Eviscerate it with your weapon of choice. Then approach the second pressure plate at the top of the ramp.

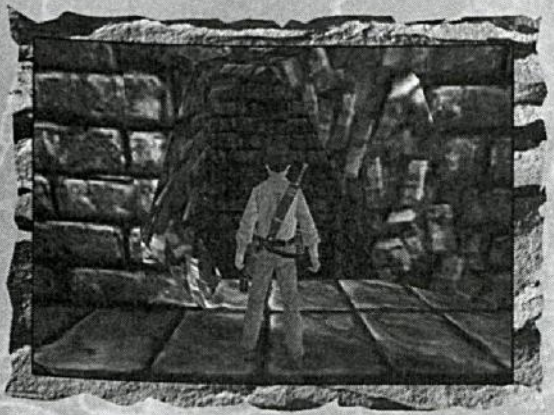
Go past the arch sealed with bricks on the left. (You'll come back to it in a moment.) Continue up the passage to the third pressure plate and forward-roll over it. Grab the blue jewel.



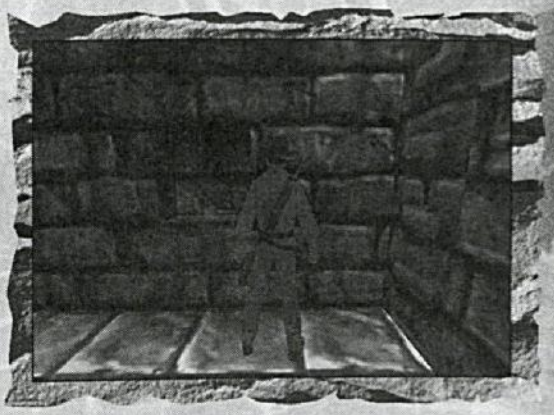
Now return down the passage to the sealed arch. Step as close as you can to the arch. Activate Urgon's Part from inventory, and then press Control to use it on the arch and blast away the bricks.



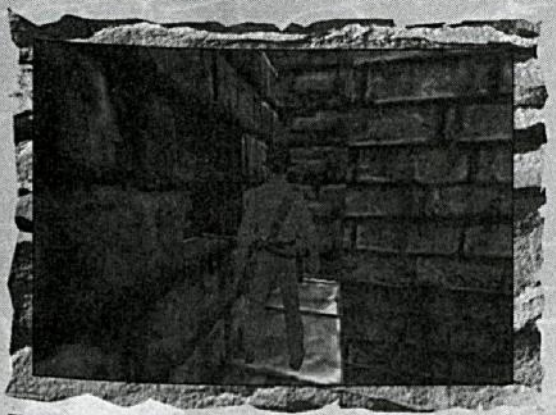
Enter the now-unsealed room. Looks like a burial chamber of some sort. Climb onto the well ledge, and then climb up the textured wall.



At the top, go forward to the hole in the wall. Take a running jump to the small ledge across the chasm.



Collect the blue gem from the little alcove above the ledge.

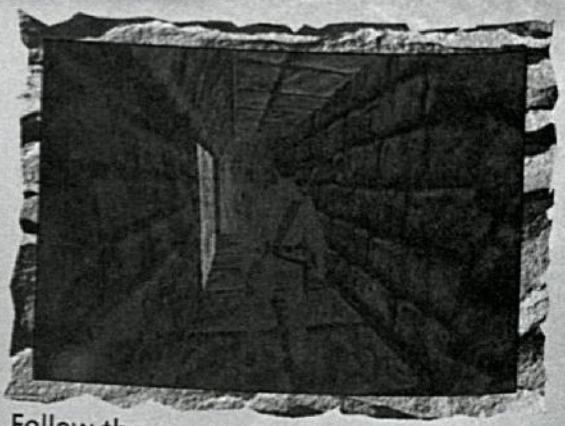


Turn right or left and climb the textured wall.

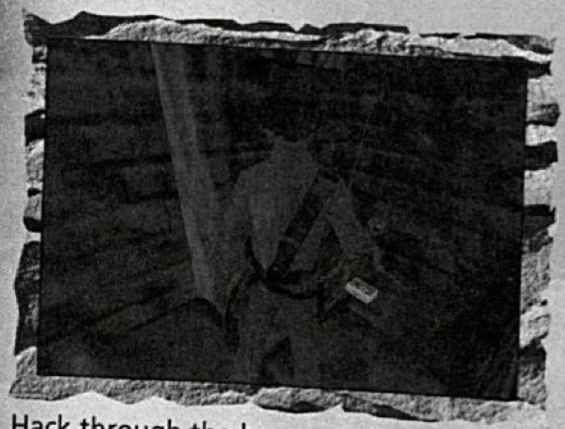
At the top, take a running jump from the small ledge to the opening across the chasm.

TEOTIHUACAN

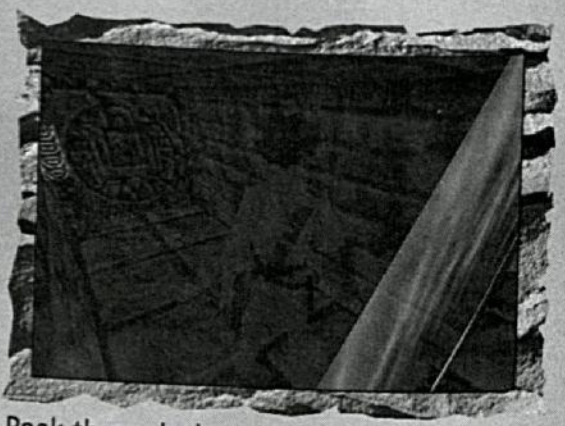
After you pull yourself up, immediately draw your weapon. Two spiders, one around either corner, eagerly wait to puncture your tender archeologist flesh. Kill both fuzzy bastards.



Follow the ramp up to the top, where you'll find two spiderwebs—one white, one brown.

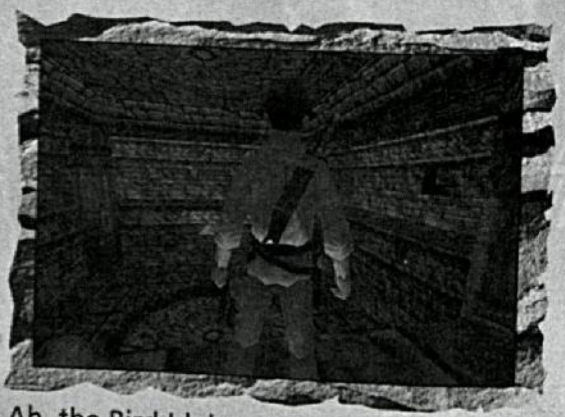


Hack through the brown web to find an antidote kit—which, after the double-spider attack, might come in handy about now. But save it for another time.



Peek through the white web. Two vile scorpions pace on the other side. Hack through web filaments, and then hack through their disgusting little exoskeletons.

Push the wall button to open the door.

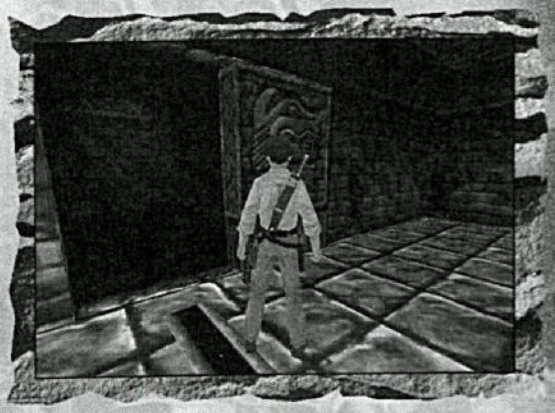


Ah, the Bird Idol room. Hop down to the main floor.

Grab the Bird Idol and watch the ceiling open. Sunlight streams down through the temple's upper two levels.

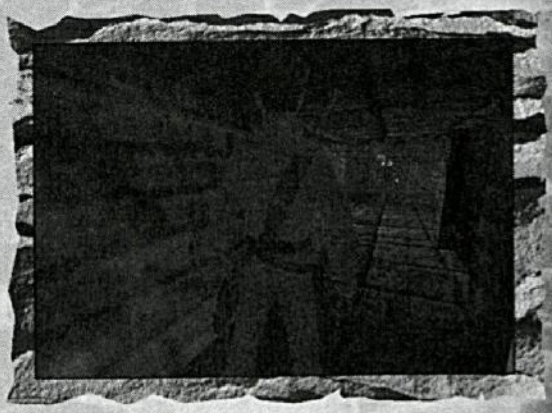
Time to return to the Gear Room again: Climb the wall above the Bird Idol alcove to return to the balcony.

Use the wall button to reopen the door and follow the corridor back down to the shaft (shown here). Take a flying leap into the water below, climb out, and walk down the hall to the Gear Room.



Go through the Jaguar door.

Climb into the narrow passage at upper left to see a spiderweb ahead. Hack through the web, and then draw your gun.

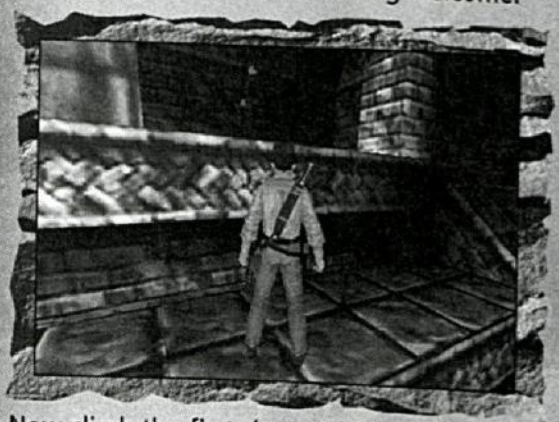


When you step through the web, a Russian guard begins firing down the hall to the right. Swivel and shoot, but don't chase him! A floor-activated spike trap lies just ahead.

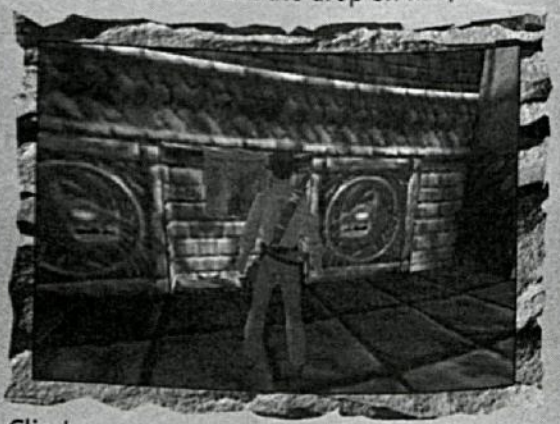
TEOTIHUACAN

See? There's the pressure pad just ahead. Keep your gun drawn and do a forward roll over the pad to avoid a crushing welcome.

Don't let this happen to you! This Soviet guard waits in ambush around the corner in the Jaguar Idol room. Get the drop on him, instead.



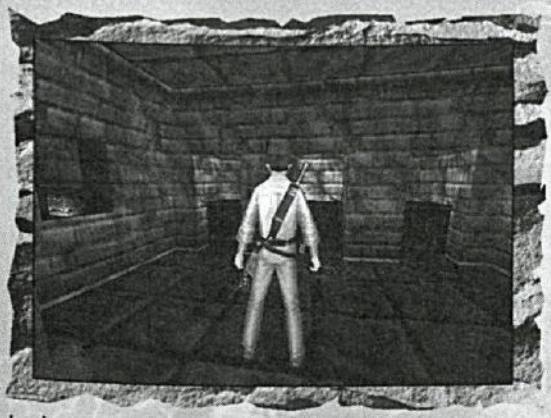
Now climb the first three in a series of four high steps.



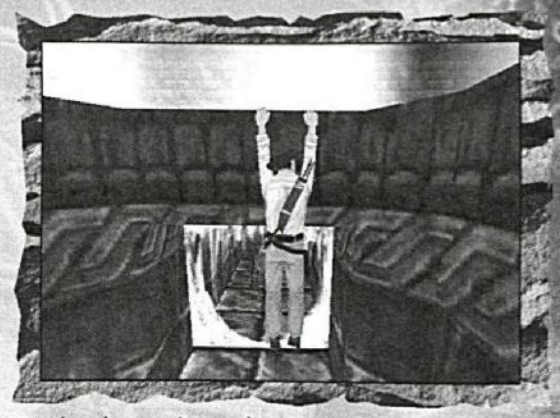
Climb up the final step, traverse the short passage, and grab the Jaguar Idol. The sun shines down yet another level. Return to the Gear Room one final time.

Return through the passage and hop back down the steps. Retrace your route down the corridor past the floor trap and out the Jaguar door.

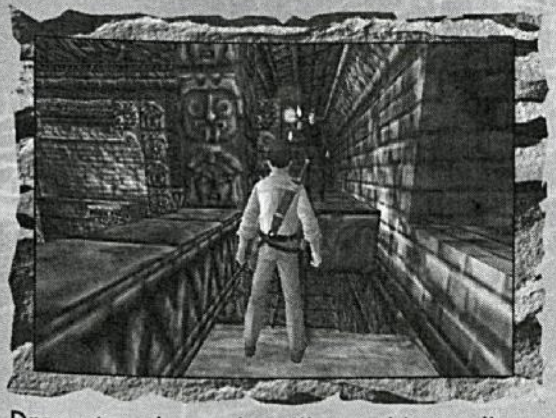
Go through the Three-headed door into the room behind.



Indy points out that the pedestals look like a "three-part shrine" and wonders where the idols are. Guess what? You have them in your pouch! Put each idol on the appropriate pedestal (from left to right—Bird, Fish, Jaguar). Watch the big statue drop back down to the bottom room, its starting place. But now it's bathed in sunlight.



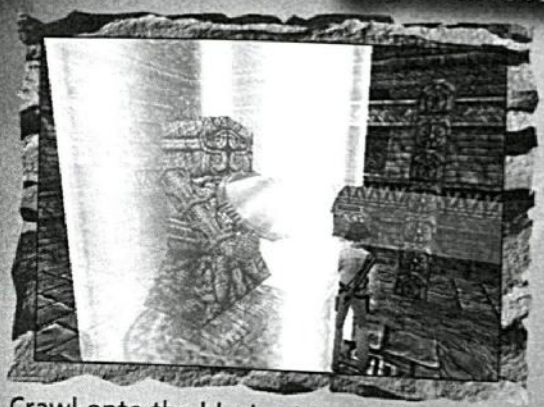
Go back out into the Gear Room. As earlier, back Indy to the edge of the center hole facing the Three-headed door until he hangs down. Drop to the ledge just below, and then climb up and follow the passage to the drop. Hop across, draw your weapon, and get ready to fight. A squad of Soviet guards awaits you.



Drop atop the snake pillar and immediately swivel right. One Russian guard opens fire there. Gun him down and work your way around the balcony, picking off the other goons.

Drop to the main floor and approach the light-bathed statue from the front. Note the statue's extended arms. What does it want?

TEOTIHUACAN



Crawl onto the block with the glyph, step forward into the light, and use the mirror on the statue.

Voila! The giant portal opens.

Walk Indy down the newly opened portal to exit Teotihuacan.

Chapter 11
Olmec Valley

Jones emerges from the Pyramid of the Sun to a dazzling view of the Olmec Valley. As Indy says, this is unmapped territory. But Azerim clearly found it long ago. Somewhere down there is Azerim's part of the Babylonian machine. You can bet it's well protected. In fact, the pyramid you just left is only a small part of the vast underground complex of the Olmec Valley.

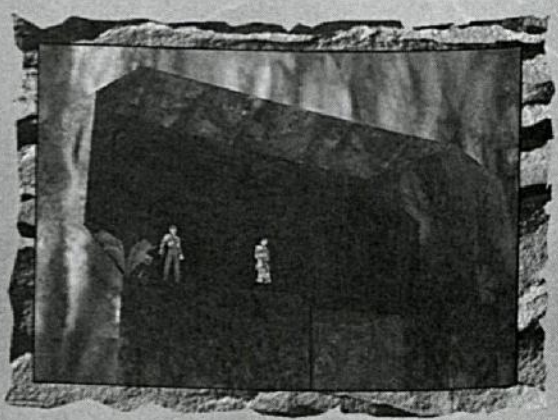
This is a *big* level featuring lots of jumping and climbing and vertical navigation, with only one serious exchange of combat. Your primary task is to move massive Olmec stone heads over pressure plates to extend a series of bridges connecting levels of the Olmec complex. Indy's exploration ends with a scramble for a timed door opening that seriously tests your reflexes, followed by a killer confrontation with Quetzalcoatl—a snake the size of a small submarine.

Enemies in the Olmec Valley include the aforementioned Quetzalcoatl, one squad of Soviet soldiers, and scores of deadly snakes at almost every turn. You'll also encounter a trio of biting fish in the lake at the end of the valley.

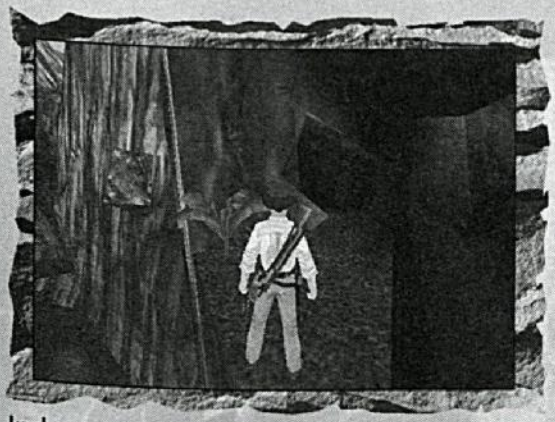
OLMEC VALLEY

ENEMIES

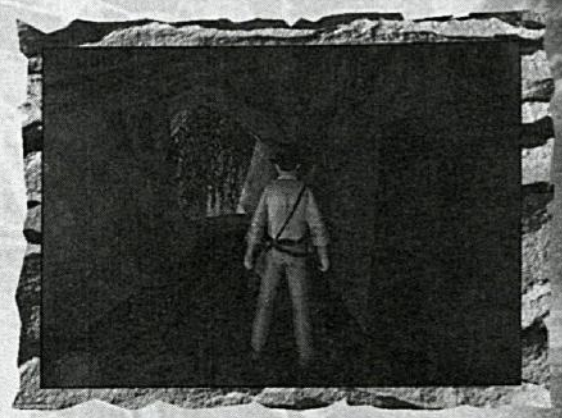
- Quetzalcoatl
- Soviet soldiers
- Snakes
- Biting Fish



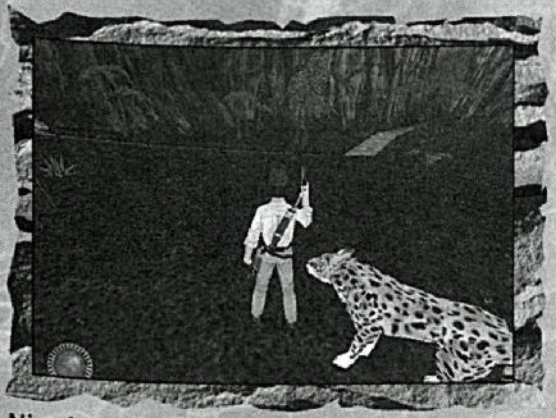
STEP BY STEP



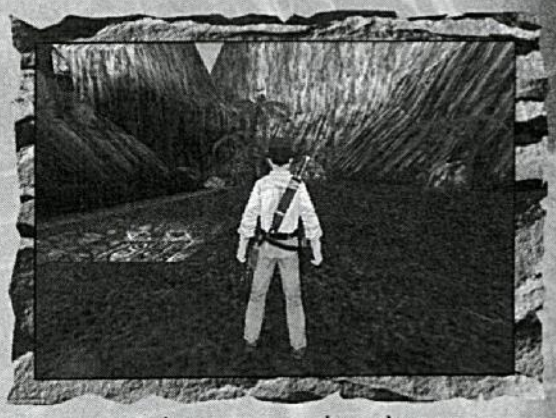
Indy overlooks the beautiful Olmec Valley from a high ledge. Note the jaguar prowling the valley floor. Then turn right and go through the short tunnel.



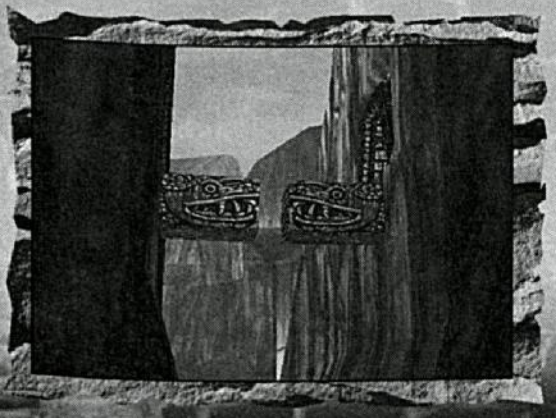
Hop down the series of ledges until you reach these hanging vines. Slash through with your machete, and then switch to your gun for the jaguar ahead. Proceed down the last two ledges.



Nice kitty...Squeeze off a few shots in this guy's direction to chase it off. (You can't kill jaguars. Hey, they're an endangered species.) Watch out for the nearby snake, too.

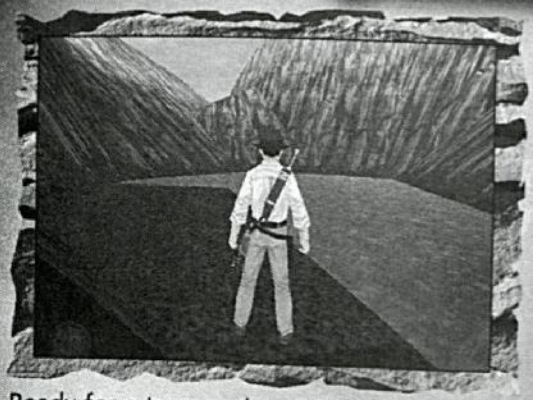


Now move downstream, keeping your gun drawn. (The jaguar may attack again.) Follow the stream through the cavern, keeping to the right bank, until you reach this pressure plate.

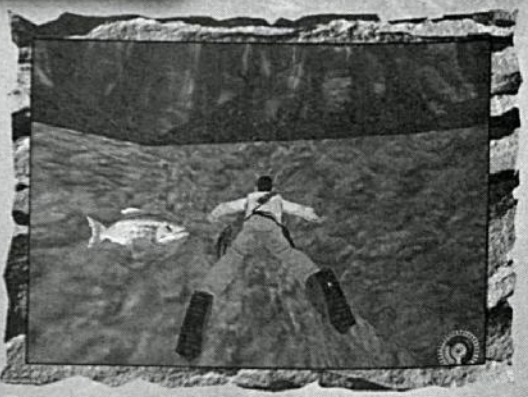


Step on the pressure plate and watch the bridge halves extend from the cliffs above. When you step off, the bridge halves retract. Hmmm. You need something to keep the plate depressed.

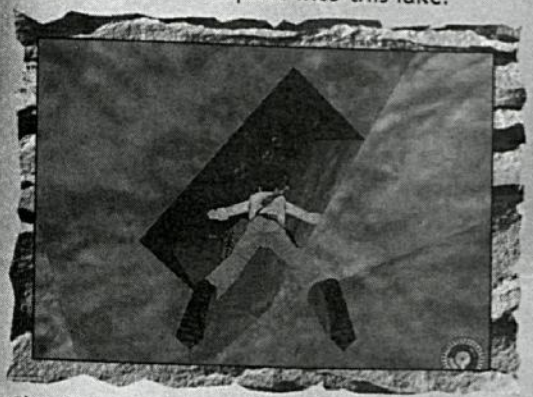
OLMEC VALLEY



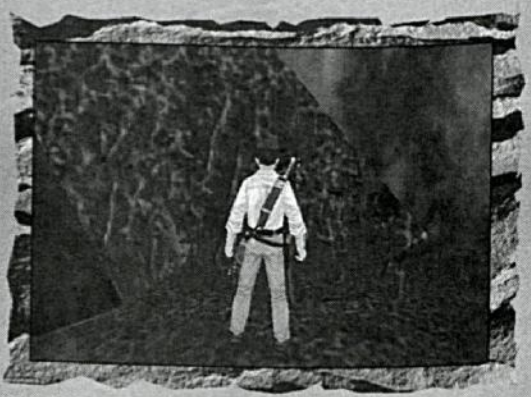
Ready for a treasure hunt? Run the entire length of the stream. Note two other pressure plates as you run along; ignore Indy's concern that he's gone too far. Keep going until the stream empties into this lake.



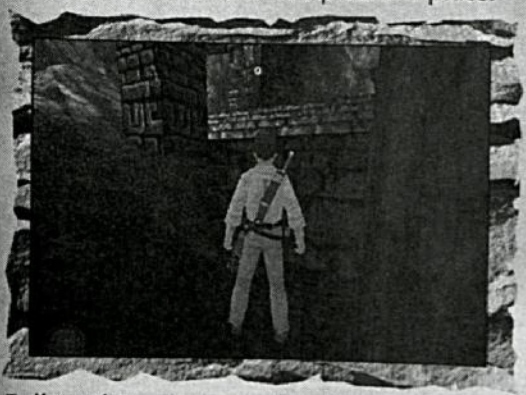
Three hungry biting fish troll the lake waters. Hack them into fish sticks with your machete.



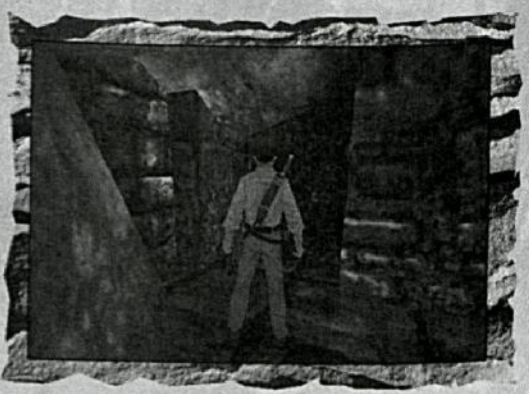
Check your air supply, and then dive to this small underwater cave. Grab the coins, exit the lake, and then run all the way upstream to the first pressure plate.



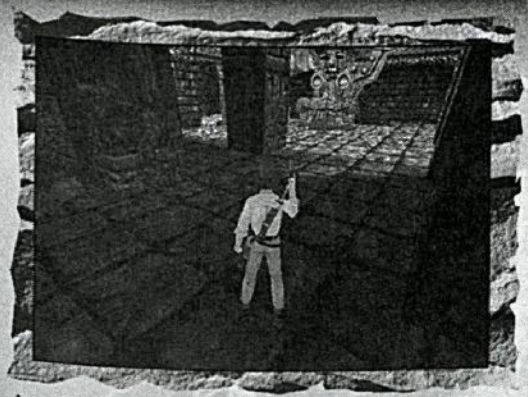
Find this cave entrance overhung with vines nearby on the left side of the canyon. Hack through with the machete.



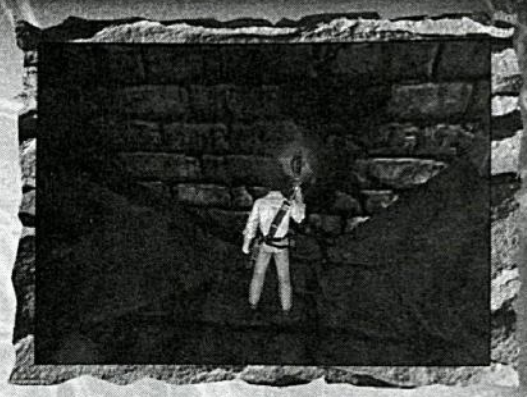
Follow the passage to these stone stairs. Climb the stairs.



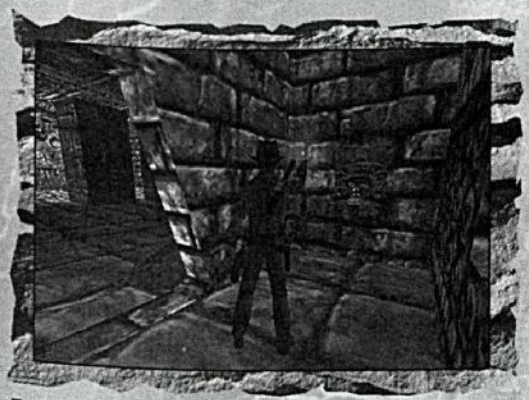
At the top, turn right and hack through these hanging vines. Switch to your gun and enter the next room.



Another jaguar stalks you here. Fire a few shots to drive it away...

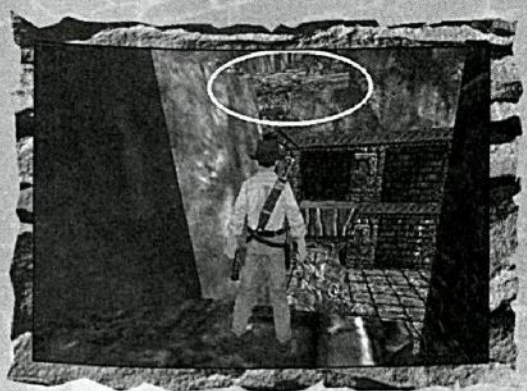


...and then run left to find this section of crumbling stones on the left wall. Activate Urgon's Part from inventory and press Control to blast open the wall.



Enter the secret room and nab the silver idol.

Note that you can activate your lighter and use it on any torch pot (such as the one in this secret room) to start a bright, cheery fire. Exit the secret room, go left, and then climb the stone staircase.



At the top, climb the short ledge and wield your whip toward that jutting beam (circled here). Use the whip to swing across to the blue statue.

From there, take a running leap across to the far ledge.

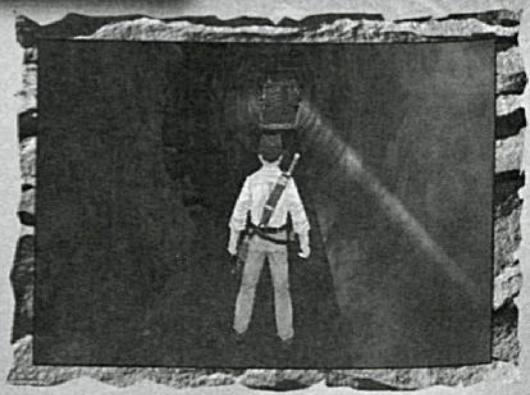
INDIANA JONES and the INFERNAL MACHINE

OLMEC VALLEY

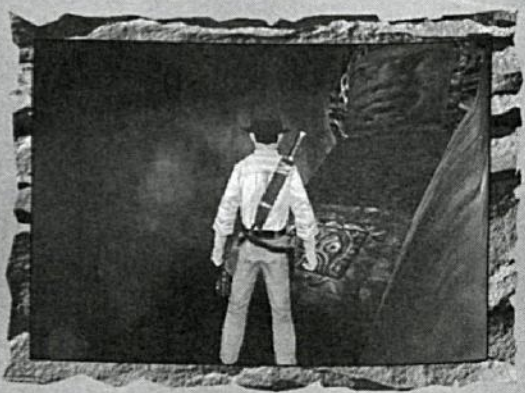
Climb the stairs and approach the face carved on the wall—actually a stone block.

Take about five steps up the corridor to the alcove on your left. Note its location. This will be your life-saving destination in a moment.

Run directly into the alcove on the right. (If you miss, Indy is crushed.) The Olmec head rumbles down the chute and ends up here, near the bridge-control pressure plate outside.

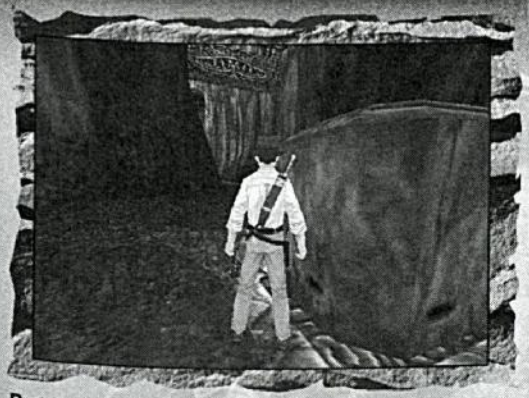


Push the stone block. Indy falls through the floor into this tube-like corridor. See the monumental Olmec head at the top?

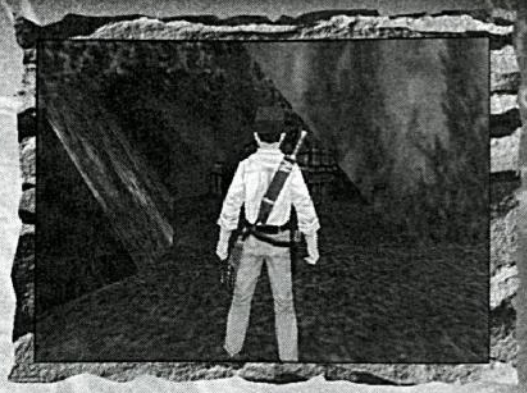


Continue up the corridor until you step on the pressure plate. Turn around, staying on the plate. Don't step off the plate yet! Wait until you're ready to sprint to the alcove on the right.

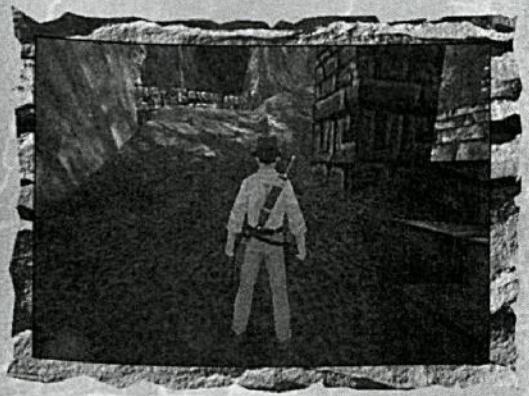
Go up the chute and grab the treasure at the top.



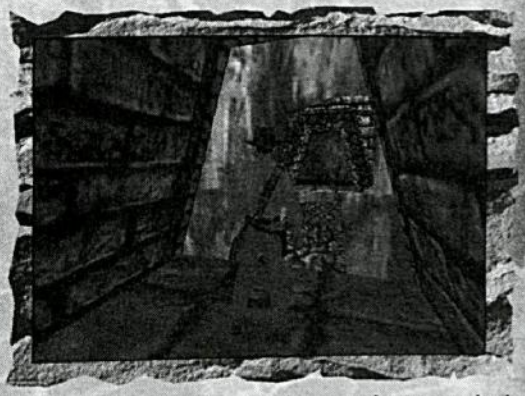
Return to the bottom of the chute and hop down to the valley floor. Then push the Olmec head over the pressure plate—you have to push twice—to extend the bridge above.



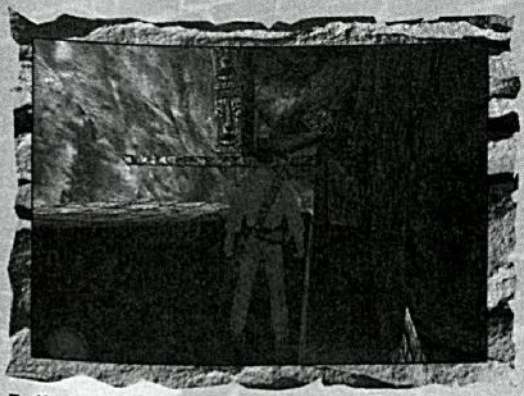
Turn around and go back through the nearby cave where you first entered the underground temple.



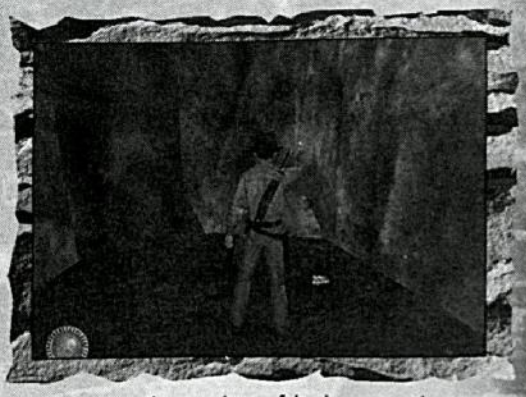
As before, follow the passage to the stone stairs. But instead of climbing the stairs, turn left and climb the grassy hill.



Follow the passage to the newly extended bridge. Cross the bridge.

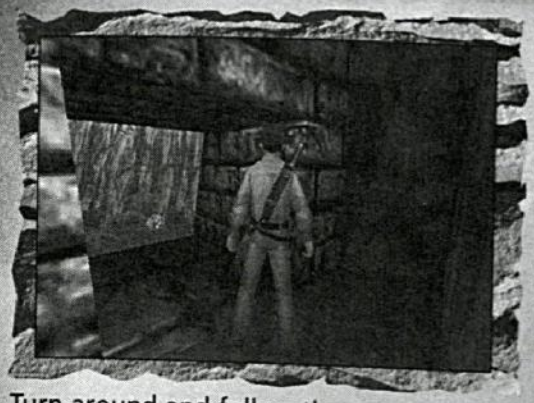


Follow the passage, climbing ledges until you see the totems (one tilted sideways). A second bridge lies ahead that way, but it's retracted. Let's extend it, shall we?

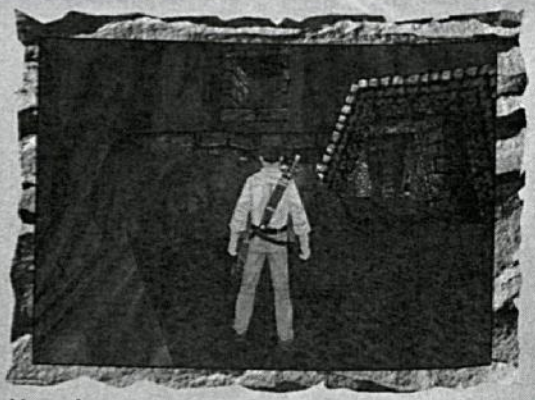


Hop down the series of ledges to the right. At the bottom, turn left, walk under the tilted totem, and grab the coin treasure.

OLMEC VALLEY



Turn around and follow the passage to this doorway to the outside. Go on through.

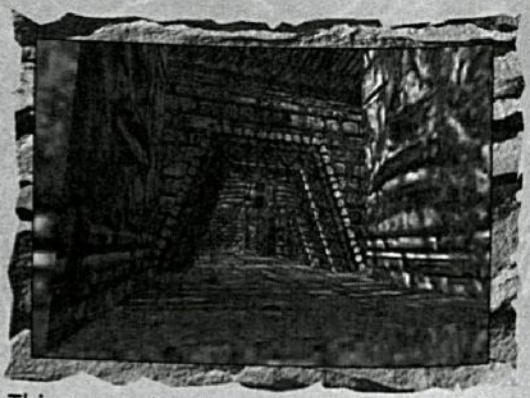


Hop down the ledges, swivel left, and then reenter the underground complex through the lower entrance (shown here at right).

Watch out for a trio of snakes as you head down the corridor to the pool!

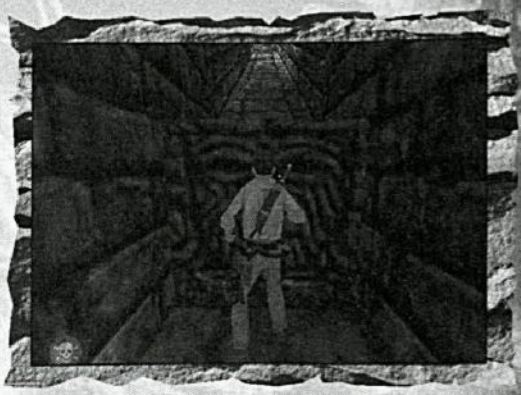
Approach the pool of water in the next room.

Hop in, swim down, and pull that switch handle in the water.

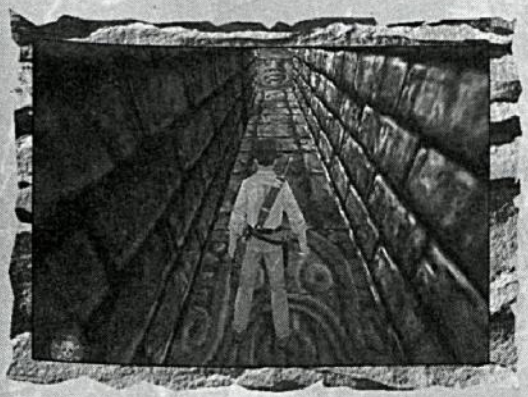


This opens the door on the far wall of the room. Swim back up and go through that door. Be ready for another pair of snakes!

Walk forward past the skeleton to this wall face on the far side of the room.

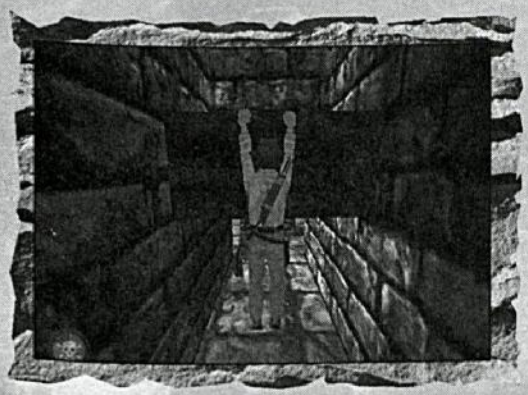


Approach the face and push the block three times. This reveals another long chute with an Olmec head at the top.



Climb up the block and walk up the chute until you step onto the pressure plate. Turn around to look down the chute, but don't step off the plate until you're ready to run!

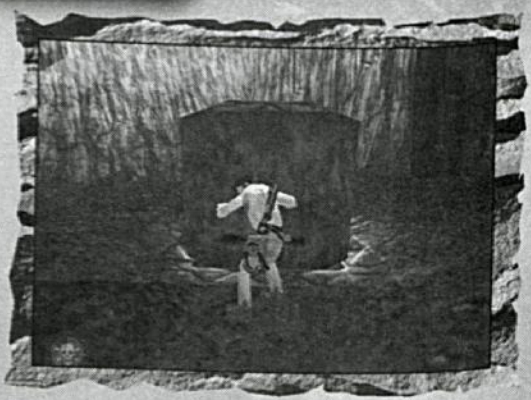
Sprint down the chute *all the way back into the room;* then go right quickly to avoid getting crushed by the Olmec head.



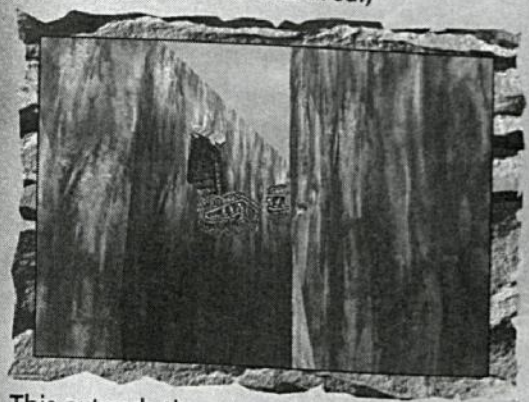
Note that when you leap off the block at the bottom of the chute, Indy hangs on the opposite ledge. *Do not climb up onto the ledge!* If you do, Indy will be trapped in the chute. Instead, *immediately* hit ↓ to drop from the ledge, and then run out into the room and hustle right.

OLMEC VALLEY

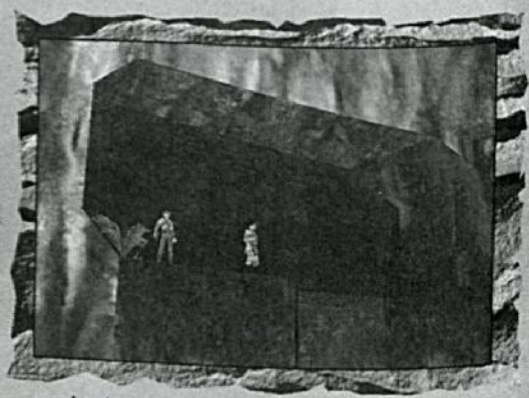
Push the Olmec head toward the outside opening until it slides downhill, halting near the pressure plate below. (Remember that a jaguar roams the area.)



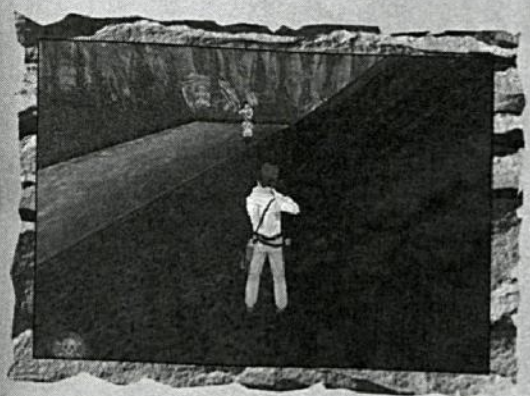
Jump down and push the Olmec head over the pressure plate.



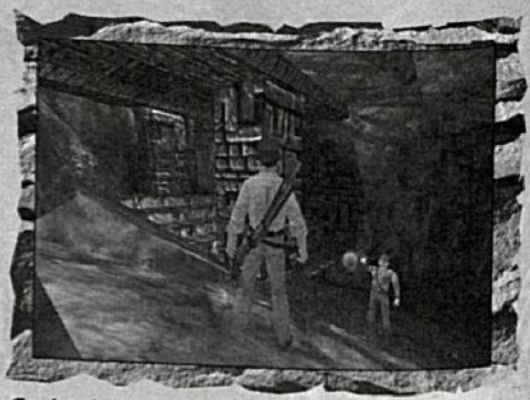
This extends the second bridge...



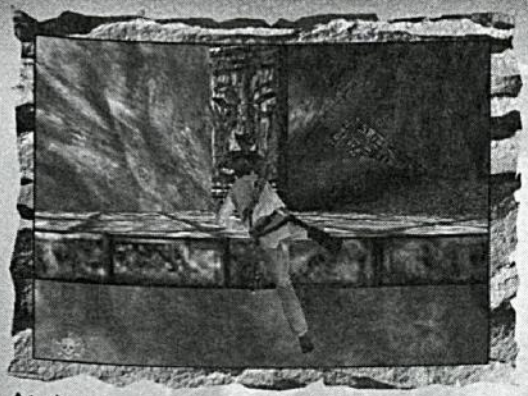
...and triggers the appearance of Indy's Soviet buddies.



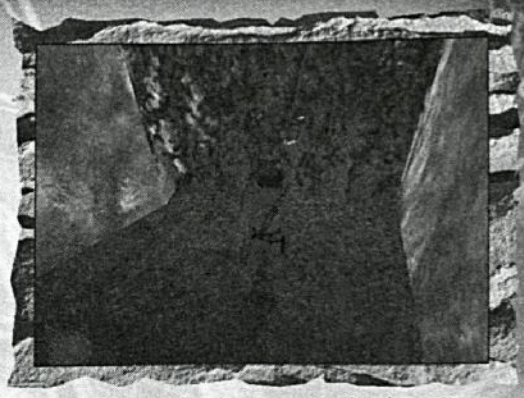
Now you want to retrace your route all the way back over the first bridge. But now Stalinist scum blocks your path. Arm yourself and follow the stream to the right, gunning down the Red menace.



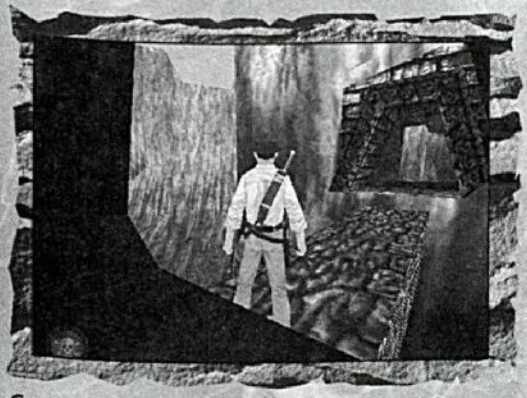
Go in the original entrance and follow the passage to the stone stairs. Two more Soviet thugs block your path.



At the stone stairs, go left up the grassy hill again, cross the first bridge, and follow the passage to the tilted totems. This time, hop across to the totem platform.

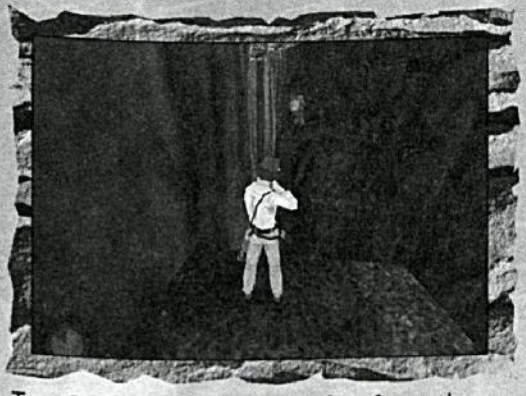


Proceed past the totems to the hanging vines. Hack through the vines and kill the snake on the other side.

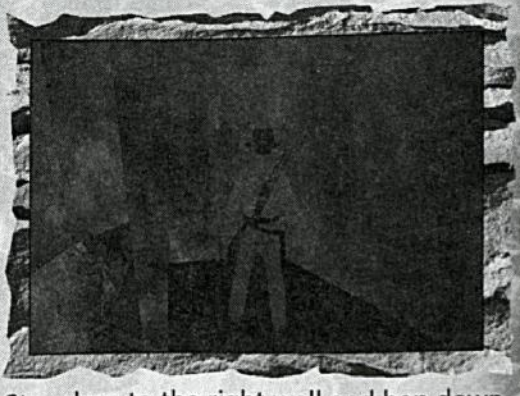


Cross the now-extended second bridge.

Follow the passage to the precipice. See the jutting beam ahead? Do a classic Indiana whip-swing across the gap. Then immediately draw a gun (preferably the combat rifle) and spin around.



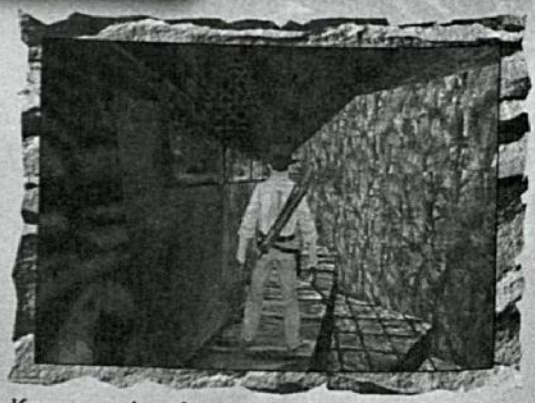
Two Soviet gunmen open fire from the ledge you just swung away from. Shoot them dead; then turn and continue up the passage.



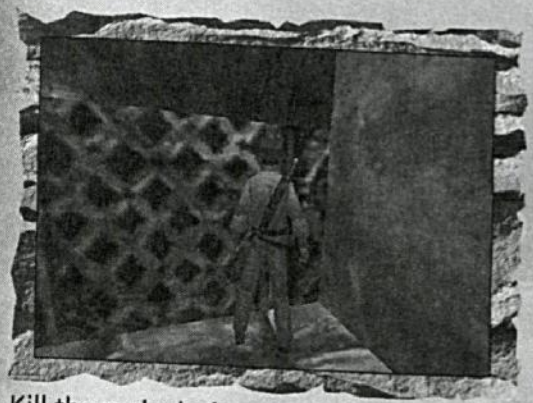
Stay close to the right wall and hop down the series of three ledges.

OLMEC VALLEY

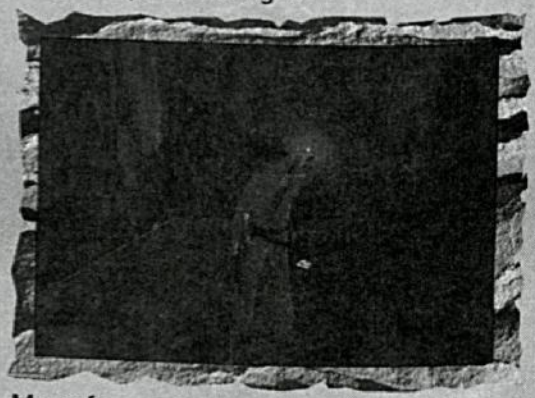
When you reach this jump, hop straight across to that narrow ledge just ahead.



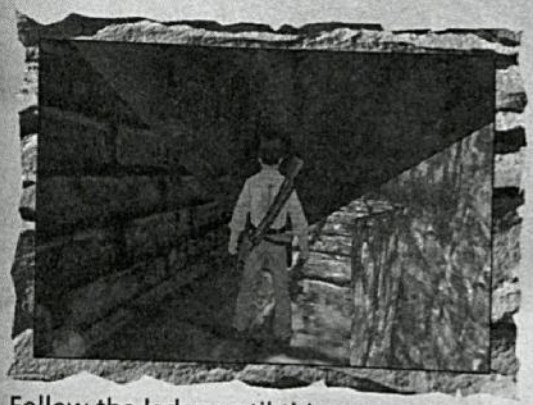
Keep moving forward along the high ledge to this position—call it the "high ledge position." (You'll return here in a moment.) But first, detour down the ledge-steps to the right.



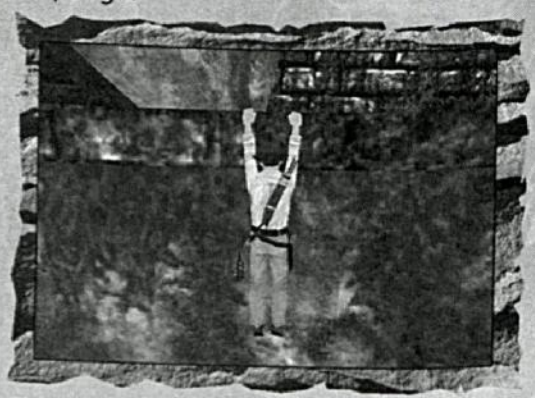
Kill the snake before you reach the floor. Then follow the slope and climb over this fallen pillar.



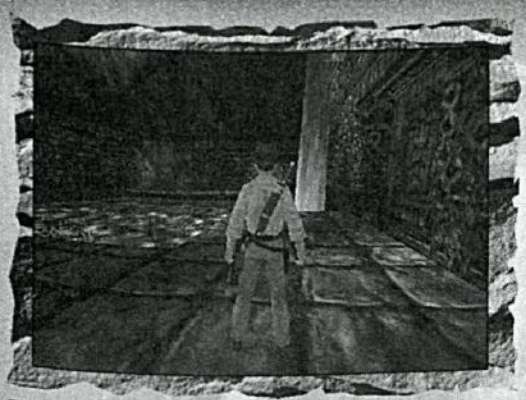
Move forward and gather the pile of gold coins. Then retrace your route back up to the "high ledge position" from two steps ago.



Follow the ledge until this section of wall blocks further progress.



Back away from the ledge and hang down; then shimmy to the right past the blockage and climb back up.



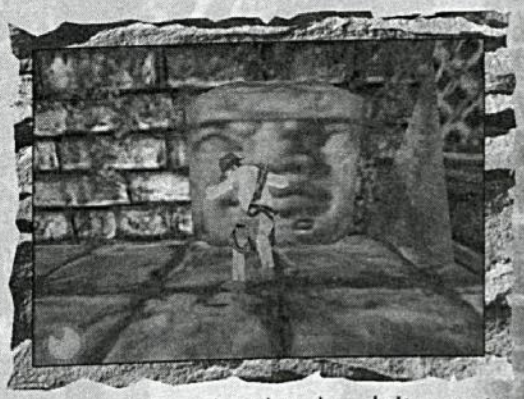
Take a running leap across the next gap and continue down the passage to this waterfall room.

Jump into the water and swim through the opening under the waterfall.

Swim up to the surface in the shaft behind the waterfall and climb out.

Hop back and forth up the series of ledges to reach the top of the waterfall.

Push the wall button to close the mouth of the waterfall carving to dam the flow of water. Then hop back down the ledges to the now-dry floor of the pool.

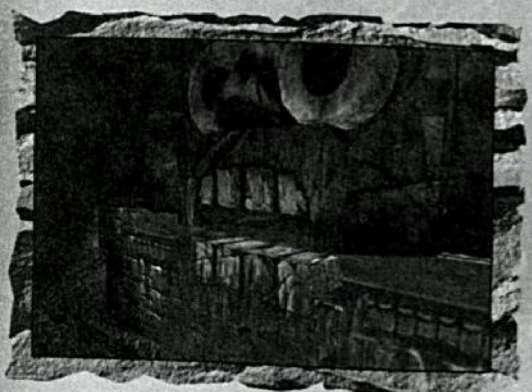


Go to the Olmec head and push it once to the right to line it up with the hole in the wall. Then push it three times toward the hole until the head is wedged into it and moves no farther. How can you get it through the hole?

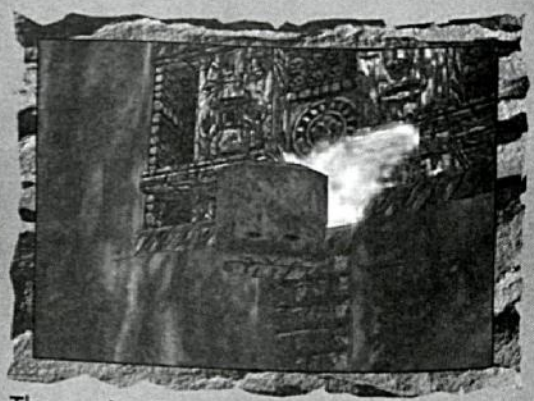
OLMEC VALLEY

Say, how about water pressure? Go to the big block across the room and push it under the textured wall (where the waterfall fell formerly).

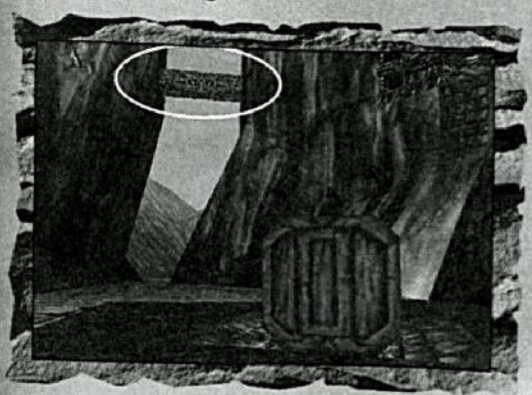
Climb atop the block, and then climb the textured wall up, left, and up again to the top.



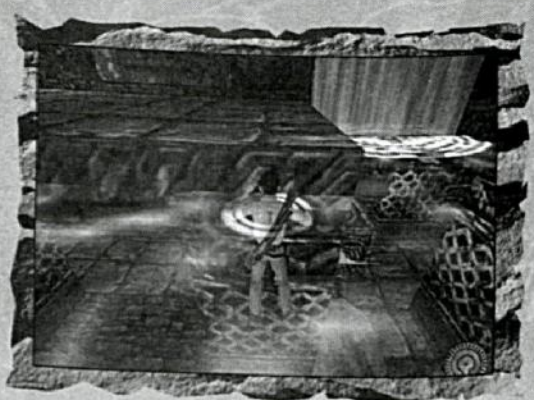
Jump across the gap to the wall button, and then push the button to start the water flowing again.



The pool refills and the water pushes the Olmec head through the opening...

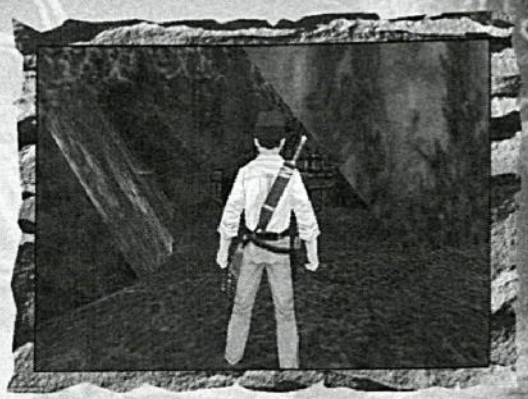


...forcing it down the slope and onto the third pressure plate, which in turn extends the third and final bridge (circled here).

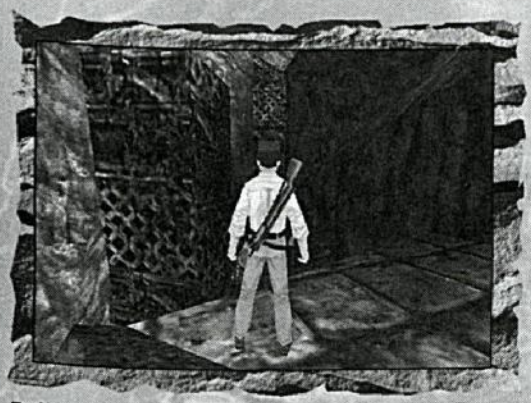


Take a big running jump off the ledge into the water below. Turn to face the waterfall, and then climb out of the water on the left side of the falls.

Exit through the arch at left, and then climb the textured wall.

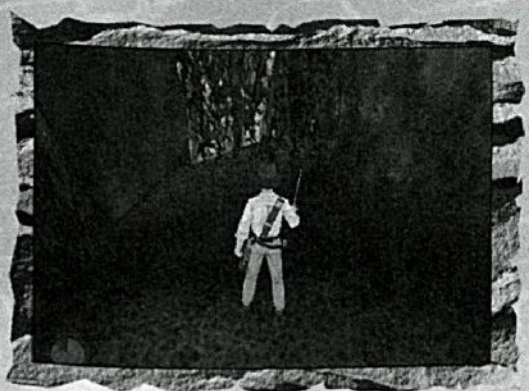


At the top, proceed through the next arch and cross the third bridge.

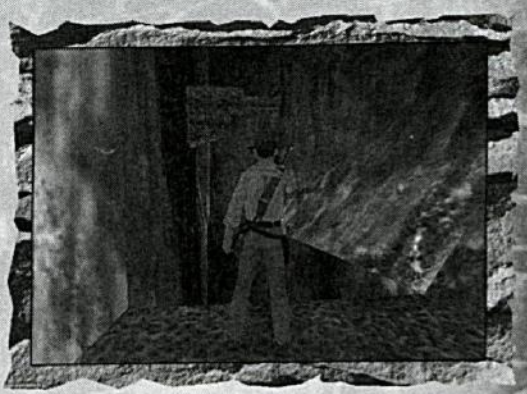


Follow the long grassy path, shooting snakes as you go. When you see this pillar ahead, veer left and hop down the series of stone steps.

A pile of gold coins lies hidden in a small cave at the bottom. Scoop them up, and then return up the steps.

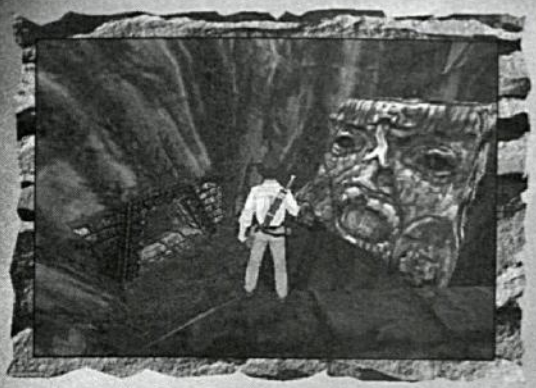


Leap over the gap near the pillar and proceed to the hanging vines. Slash your way through.

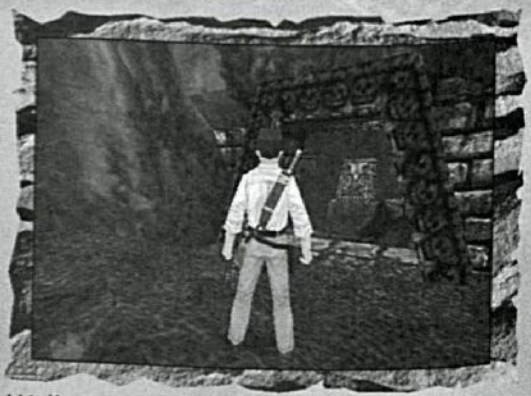


Just before this and on the left is a small ledge with a medicinal herb. Use the whip on the jutting beam and swing across the gap.

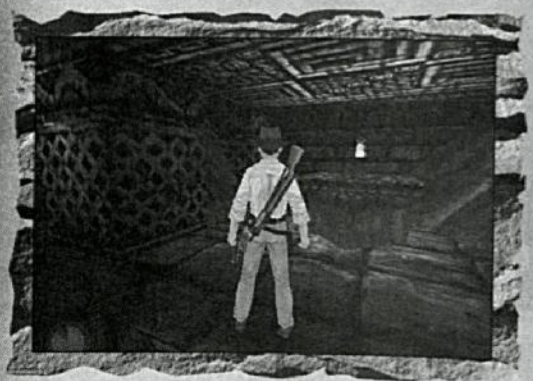
OLMEC VALLEY



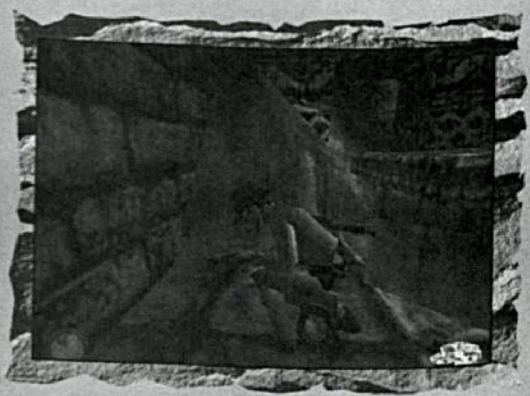
Walk to the archway and hop down the stone ledges past this big stone head. Kill the snake at the bottom.



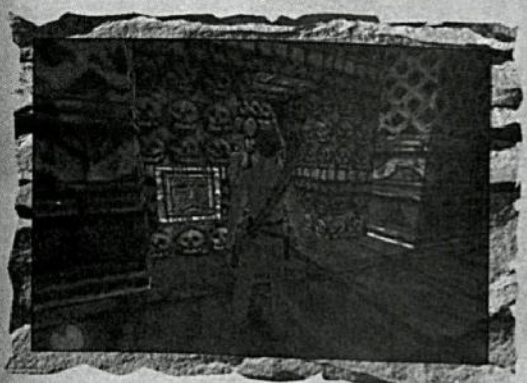
Walk through the skull-lined arch into the chamber with the Owl Statue in the middle.



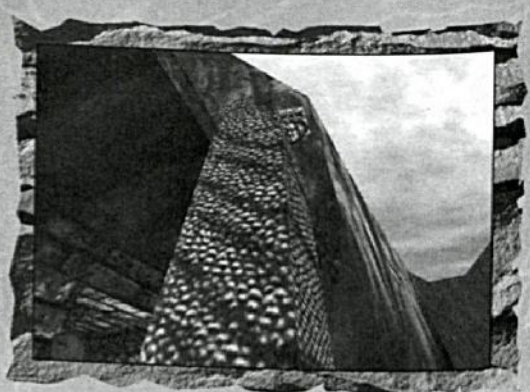
Leap off the ledge to slide down to the floor. Kill the pair of snakes and proceed to this torch-lit altar platform.



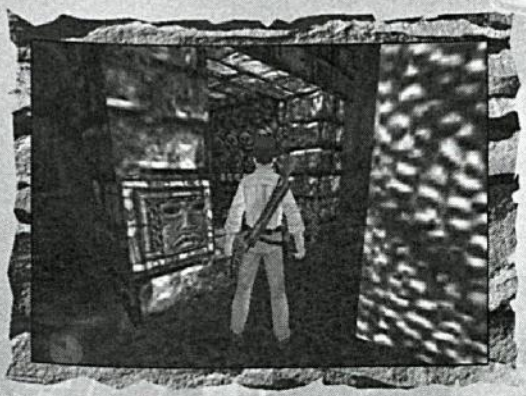
Pick up the coins from behind the altar.



Cross the room to the door and nearby wall button. Let's call it the "inside button" because there's another one just outside, too. Press the inside button to open the door; then go outside.



Look up. Indy finds this upright "serpent bridge" ready to drop down. But it needs a push, and you can't do it from down here.



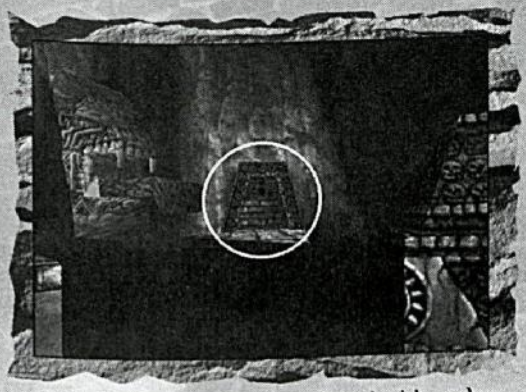
Approach the outside wall button. Before you push it, read the following section.

NOTE
A Note About the Timed Sequence in the "Owl Statue" Room

When you push the outside wall button, a door opens inside the Owl Statue room. (You'll view a cutscene of the door opening each time you push the button.) This door closes again in a few seconds. To reach it, you must complete a series of leaps and climbs.

The first time you execute this series of moves, do so at a leisurely pace, because you'll collect a treasure at the end. Consider this treasure hunt a practice run. After that, repeat the series of moves at breakneck speed. Remember that how long the door stays open depends on your difficulty setting. A Freshman has much longer to complete the following steps than a Graduate or Dr. Jones.

First, push the outside wall button.

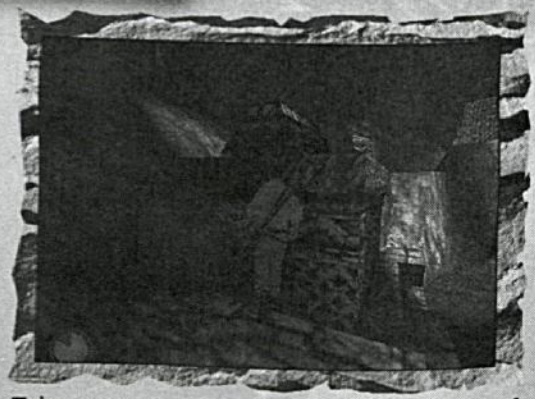


Watch the activated door (circled here) open on the far side of the Owl Room. The door is up high, so you must do some Indy-style jumpin' and climbin'.

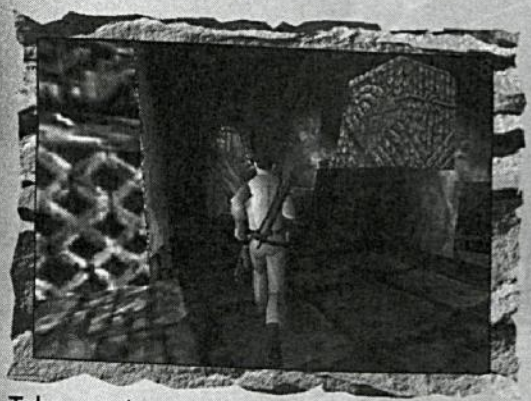
Run through the doorway and sprint to that low ledge (circled here) to the left of the torch platform.

OLMEC VALLEY

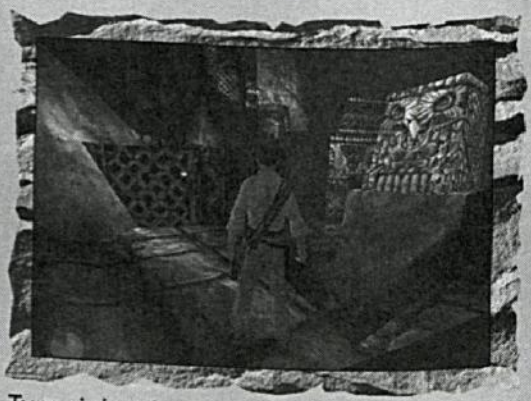
Climb *both* steps of the low ledge and swivel to the right.



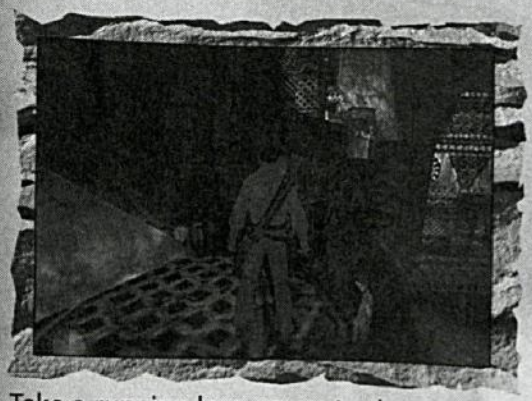
Take a running leap to the front corner of the roof over the torch platform, and then sprint across the roof.



Take another running leap across to the stone walkway and run past the Owl Statue toward the skull-lined arch through which you entered the room.

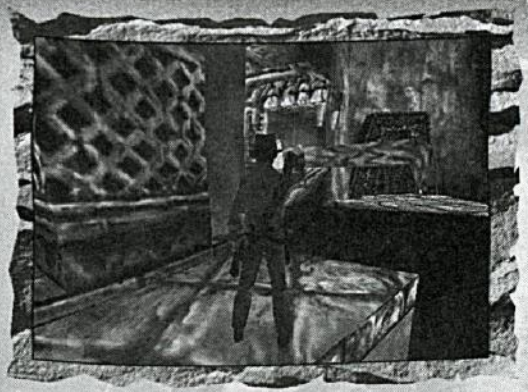


Turn right; then run in front of the Owl Statue to the next ledge and climb up quickly.

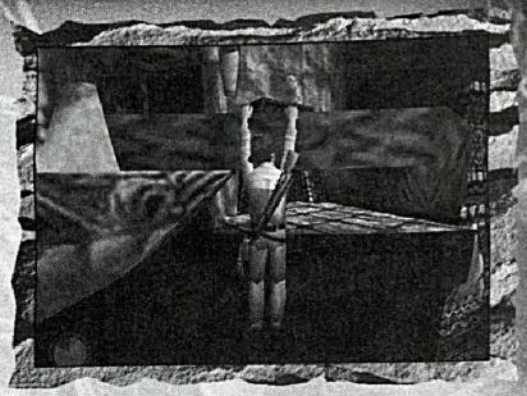


Take a running leap across to the next ledge...

...and then execute another leap onto the head of the statue before you.



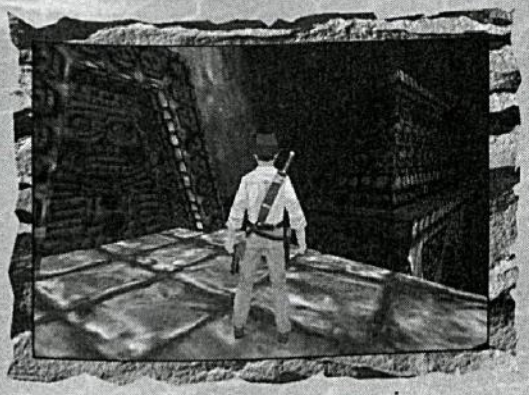
From the statue's head, climb to the next platform and turn right. See that big pink tongue sticking out of the next statue's mouth?



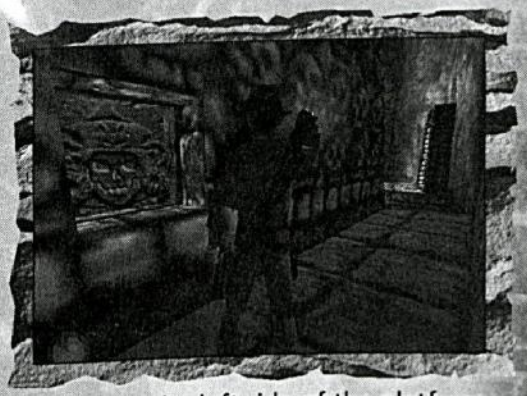
Leap onto the tongue.

Finally, hop across to the exit door platform.

- If you already collected the treasure noted in the following steps and the exit door is still open, sprint on through.
- If you have the treasure but the exit door is closed (as shown here), you must go back down to the inside wall button and start over.
- If you don't have the treasure yet, see the next two steps.



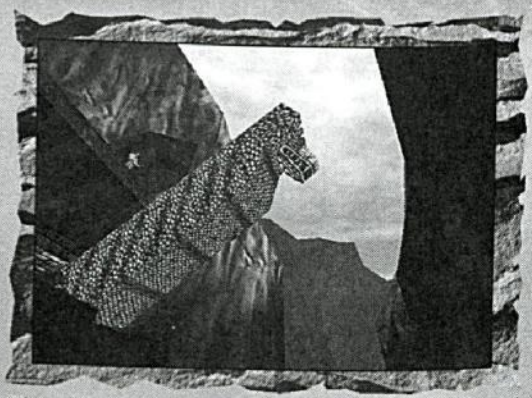
To get the treasure, take a running jump onto the platform to the right of the exit door.



Walk down the left side of the platform. Grab the gold coins from this small niche. Then go back down to the inside wall button and repeat all the previous steps to open the exit door and leave the room.

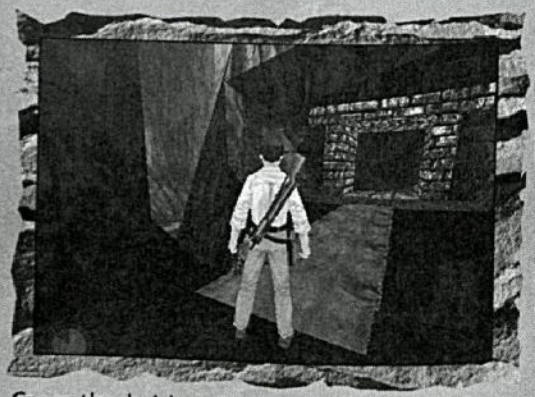
OLMEC VALLEY

OK, you've made it through. Turn right. Proceed to the grassy area and approach the "head" of the stone serpent bridge.

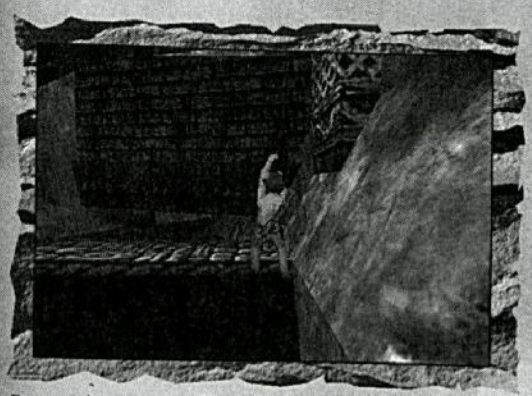


Time for a little elbow grease. Push the top of the bridge and watch it drop into place.

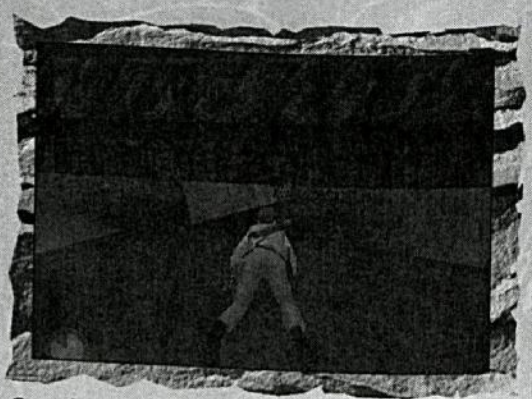
Turn around, hang off the ledge, and drop to the platform on the bridge's level.



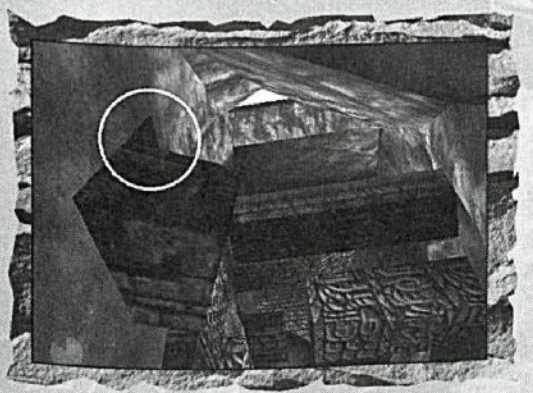
Cross the bridge. Follow the passage to an area with lots of crisscrossing pillars.



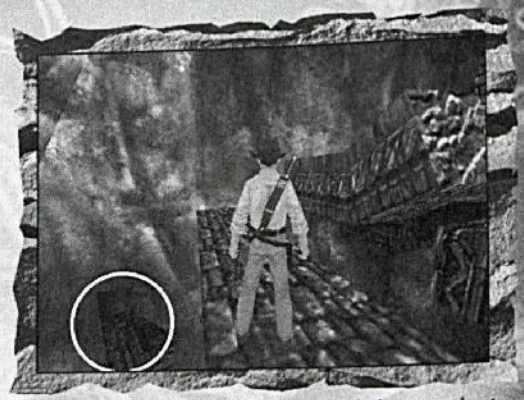
Drop down the first few ledges and execute a whip-swing across the gap at the bottom.



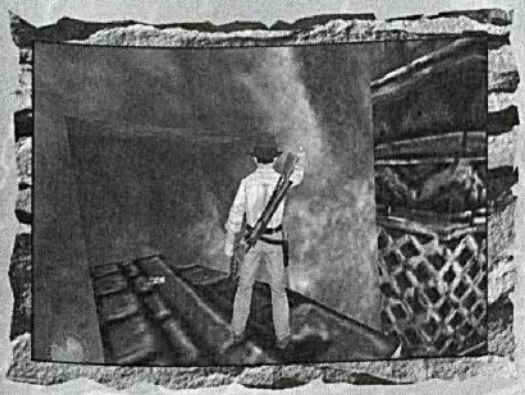
Crawl under the low pillar. You approach another area of crisscrossing pillars.



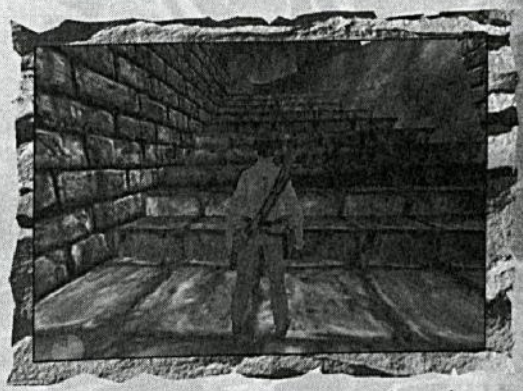
Look up. Another treasure lies hidden in an alcove (circled here) above the first pillar jutting out. Time to start pillar-hopping.



Climb to this spot on the high beam that extends across the room. You can see the gold coins (circled) below.



Hop down and get the coins.



Then hop down to the floor and work your way back up to the stone stairs at the top.

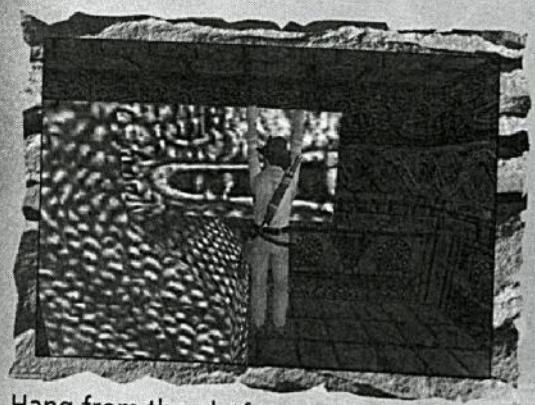
Watch out for snakes! Climb the stairs to see the stunning pyramid in the clearing ahead.

Go directly to the big steps at the front of the pyramid. Take care, though. One last jaguar paces the clearing. Climb the steps.

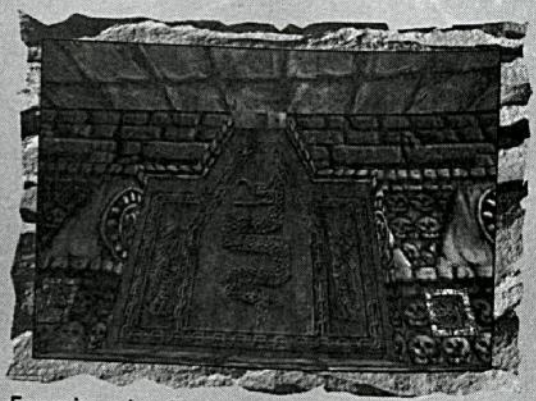
OLMEC VALLEY

At the top, you see a golden idol in an alcove. Go pick it up.

Indy takes a ride down into the lair of Quetzalcoatl.



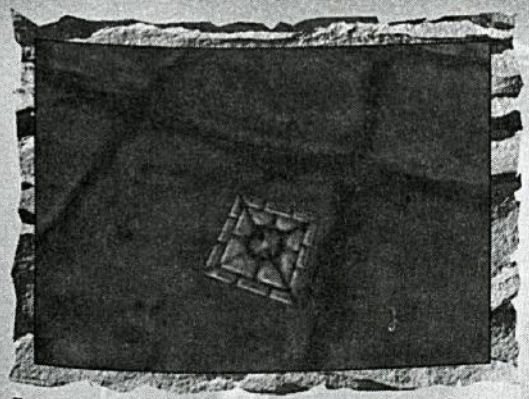
Hang from the platform and drop to the floor. Your final confrontation in Olmec Valley is moments away, but take time to explore first.



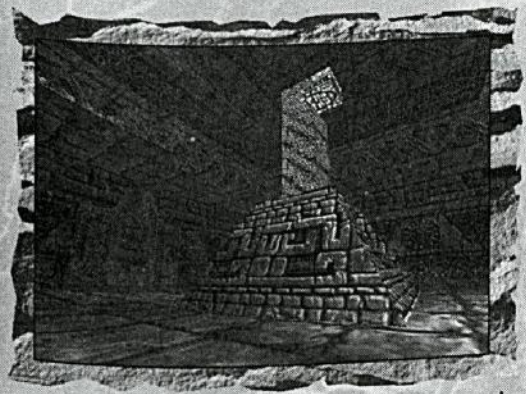
Examine the floor area. First, note the two huge "serpent" doors, one at either end of the temple.

Second, note the four Marduk squares—one in front of each serpent door and two more against the walls on either side.

Third, if you look up from each angel square, you'll see that all four are positioned beneath glowing blue crystals. Could the crystals be a power source? If so, what do they power up?

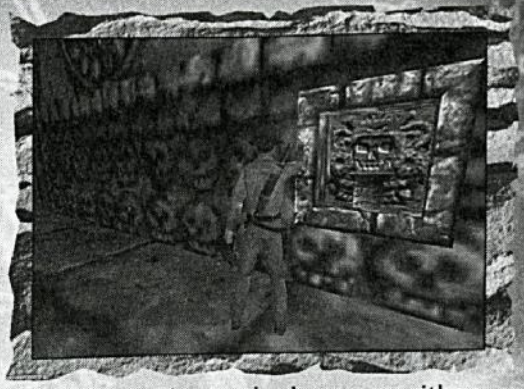


Fourth, notice the four square spike housings near the four corners of the center podium.

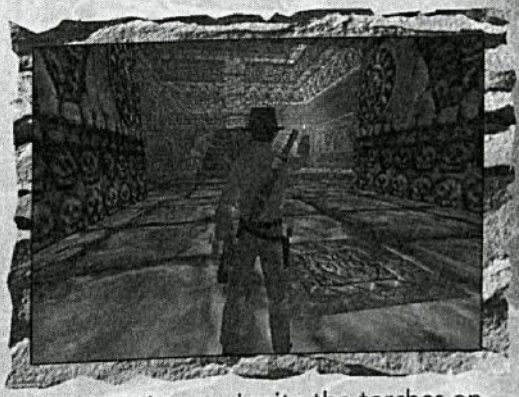


To wrap things up: Look up at the central serpent statue. It faces one of the serpent doors. Common sense tells you it's the important door—so open the *other* one first.

Now cross the room and light the torches flanking the other serpent door—and get ready to run!



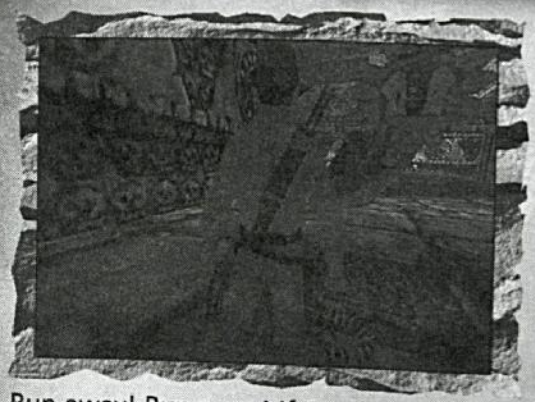
Finally, note the torch alcoves on either side of both serpent doors. Think they're lightable?



Use your lighter to ignite the torches on either side of the door *opposite* the serpent statue's gaze. It opens. Walk inside and find the pressure plate on the floor.

Meet Quetzalcoatl—a really big snake. That spits out little snakes. Indy hates snakes. Isn't it all so perfect?

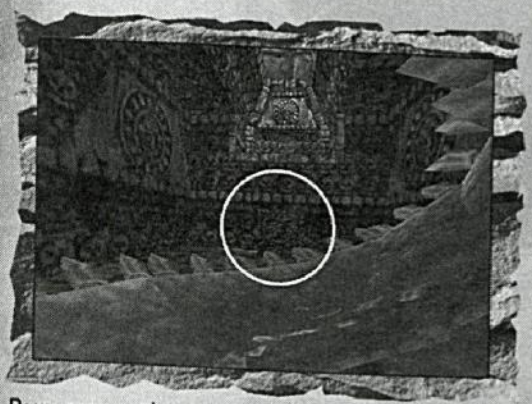
OLMEC VALLEY



Run away! Run away! If Quetzalcoatl corners Indy, it wraps our hero in its snaky coils, game over. Dodge the big critter and run back into the chamber with the pressure plate.

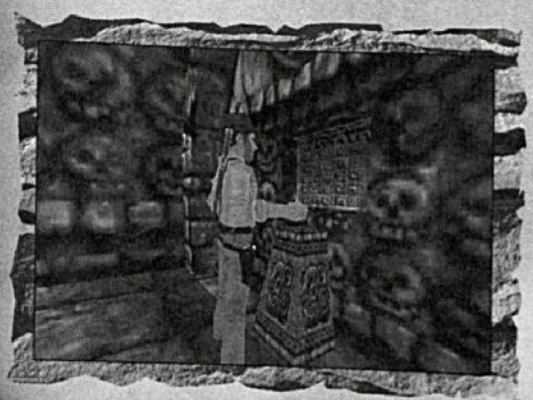
TIP

Despite its slinky, serpentine build, Quetzalcoatl doesn't corner well. Cut sharply around the corners of the central podium to get some distance on the big snake.

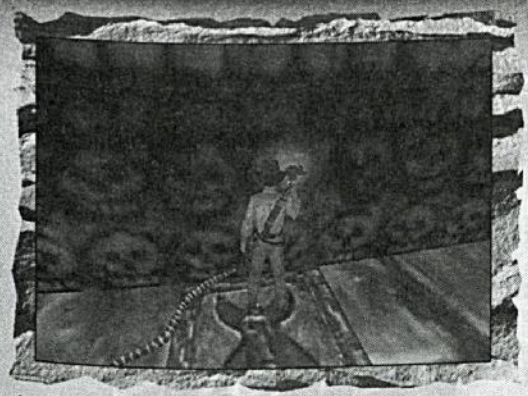


Run across the pressure plate to raise a block in the opposite chamber (the one that housed Quetzalcoatl).

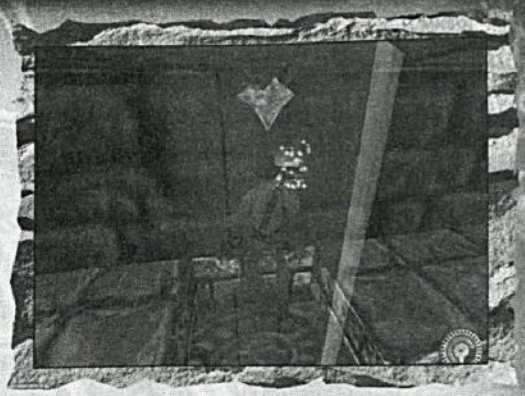
Quickly! Cross the room again and climb up the block. Climb again to the safety of the high niche that holds the Babylonian machine part.



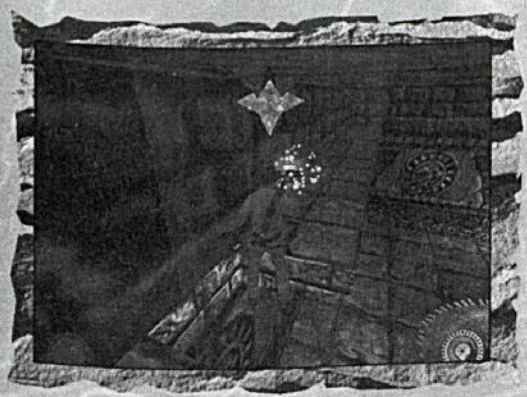
Now you have time. Grab Azerim's Machine Part and listen as Indy reads the inscription: "Hearken, mortal. Verily does my device raise man on high. If ye doubt, seek but the jewels of heaven." Could the "jewels of heaven" be those blue crystals high in the main room?



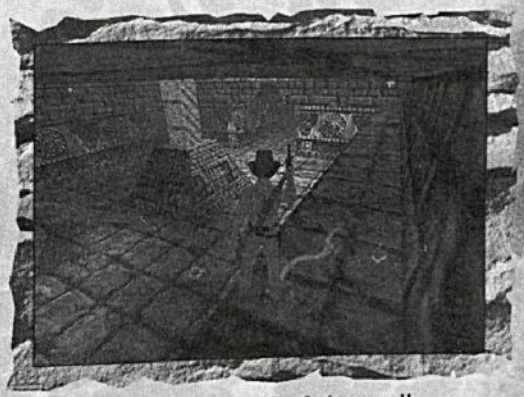
Activate Azerim's Part from inventory, hop down, and run to one of the "angel" squares on the side of the main room—the ones against the wall.



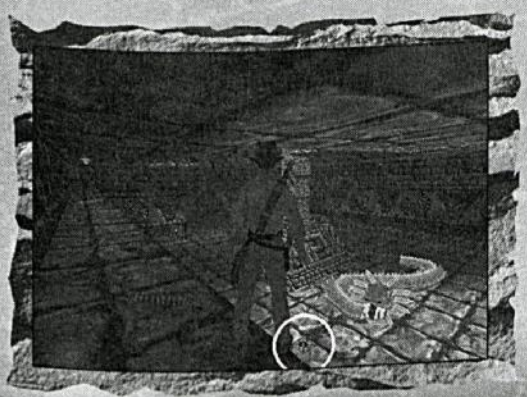
Quickly! Hit [Control] to activate Azerim's Part. The blue crystal above interacts with the part and Indy levitates! (Use the up/down arrow buttons to move Indy up or down when he levitates.)



Raise Indy to the blue crystal, and then press [X] to jump to the walkway. Note that Quetzalcoatl can't attack you up there, but it can spit snakes onto the walkway. So keep your weapon drawn whenever you don't need Azerim's Part in your hand.

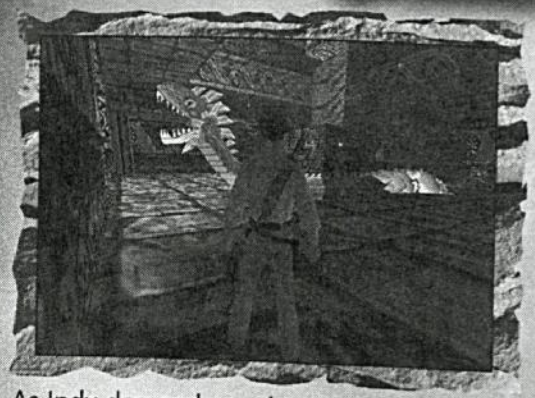


Run Indy to either end of the walkway, but stop before you reach the small platform at the end. When you step on this platform, it lowers to the main floor. This action raises a huge spike from the floor via the nearest square spike housing.

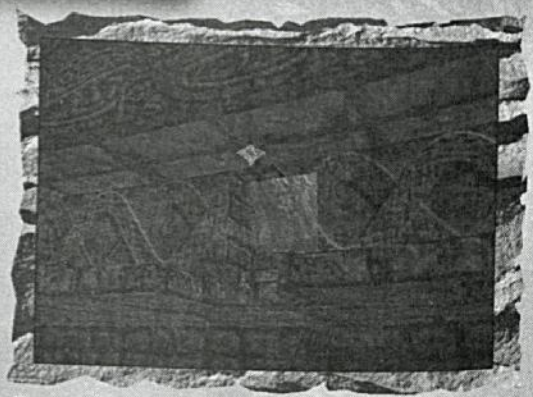


The key here is to stand in this position and wait until Quetzalcoatl slithers over the nearest spike housing (circled here), and then step onto the platform. If you can anticipate Quetzalcoatl and run a spike through his head, that will do him double damage.

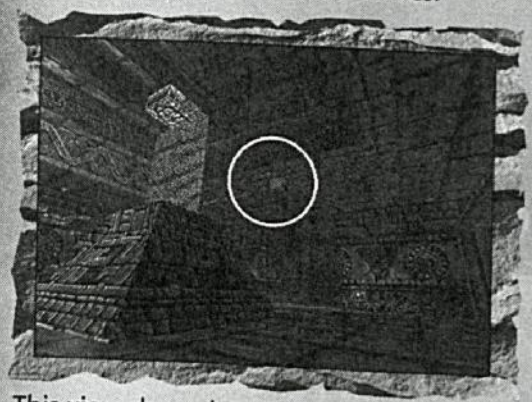
OLMEC VALLEY



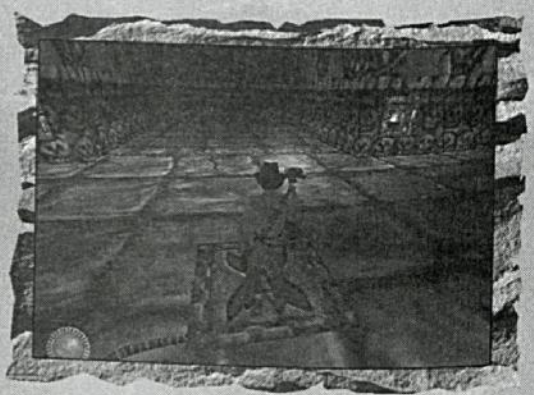
As Indy descends on the platform, the spike shoots up and, if you timed it right, impales Quetzalcoatl. But the big beast is tough: you must repeat this spiking process several times before it dies.



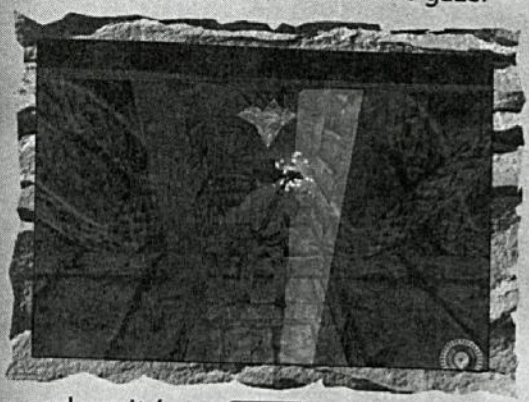
Quetzalcoatl's spectacular death triggers the opening of a portal behind one of the blue crystals on the upper-level walkways.



This view shows how the portal (circled here) opens near the blue crystal that hangs *behind* the serpent statue's gaze.



Keep an eye out for little snakes. Go to the angel square beneath that blue crystal, activate Azerim's Part...



...and use it (press Control) to ascend. At the top, press X to hop forward to the open portal.

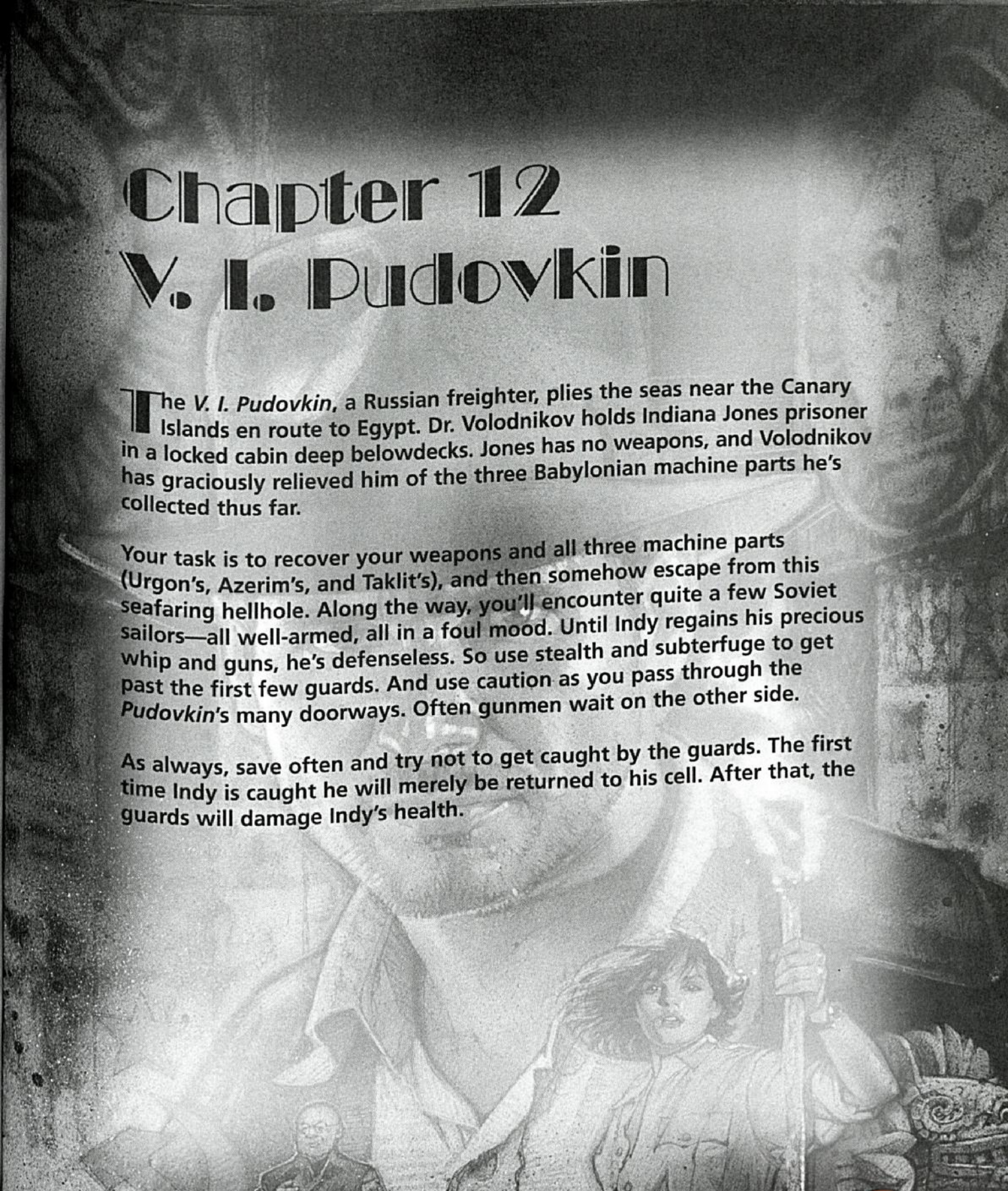
When Indy walks forward, he steps into a rope trap—and finally meets his Soviet nemesis, Dr. Gennadi Volodnikov.

Chapter 12
V. I. Pudovkin

The *V. I. Pudovkin*, a Russian freighter, plies the seas near the Canary Islands en route to Egypt. Dr. Volodnikov holds Indiana Jones prisoner in a locked cabin deep belowdecks. Jones has no weapons, and Volodnikov has graciously relieved him of the three Babylonian machine parts he's collected thus far.

Your task is to recover your weapons and all three machine parts (Urgon's, Azerim's, and Taklit's), and then somehow escape from this seafaring hellhole. Along the way, you'll encounter quite a few Soviet sailors—all well-armed, all in a foul mood. Until Indy regains his precious whip and guns, he's defenseless. So use stealth and subterfuge to get past the first few guards. And use caution as you pass through the *Pudovkin*'s many doorways. Often gunmen wait on the other side.

As always, save often and try not to get caught by the guards. The first time Indy is caught he will merely be returned to his cell. After that, the guards will damage Indy's health.

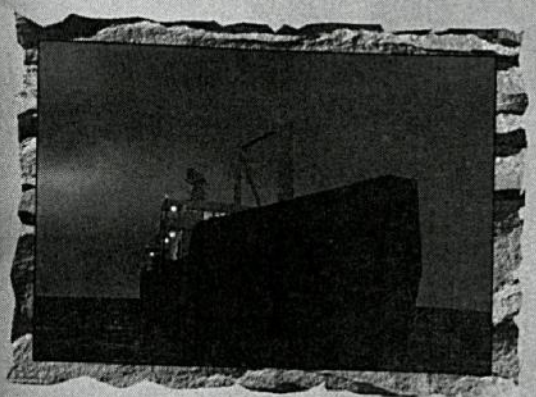


V. I. PUDOVKIN

ENEMIES

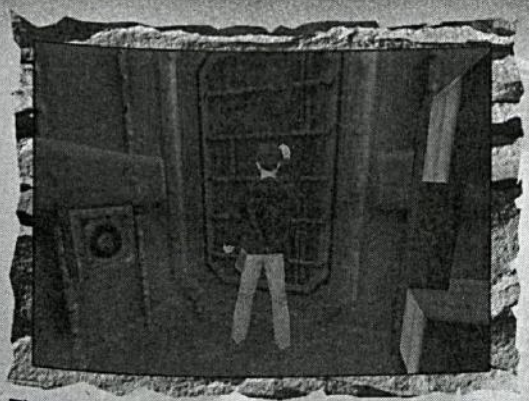
RUSSIAN SAILORS

STEP BY STEP

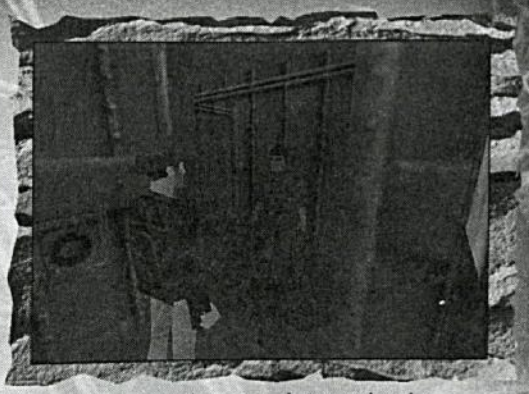


Welcome to the *V. I. Pudovkin*. Please keep your seats and tray tables in their locked and upright positions.

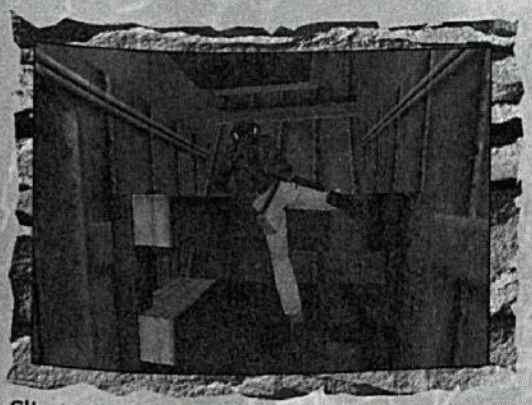
Indy starts in this locked cabin haunted by the ghost of Comrade Lenin.



Time to get out of here. Walk up to the door and press Control to knock.

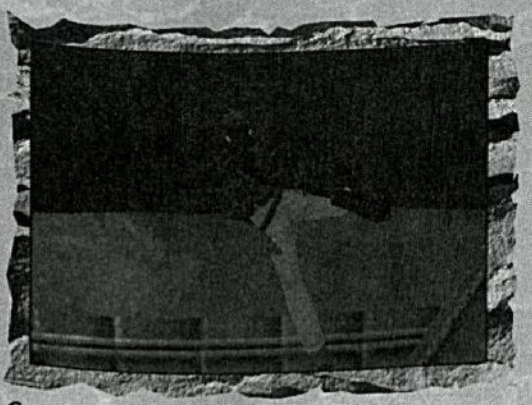


The guard laughs at Indy's pathetic attempt to fake nausea and get on deck. Now what?



Climb onto the top bunk.

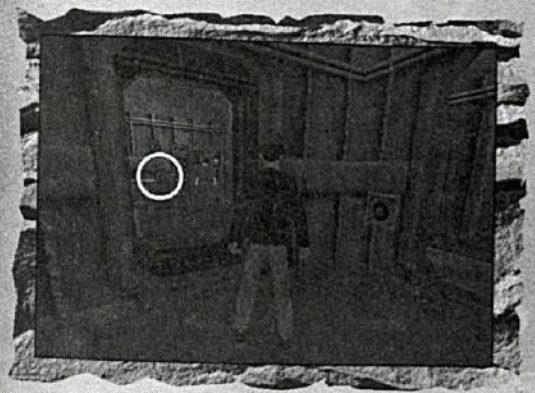
Hey, the air vent is unlocked. Press Control to pull off the lock and open the grate.



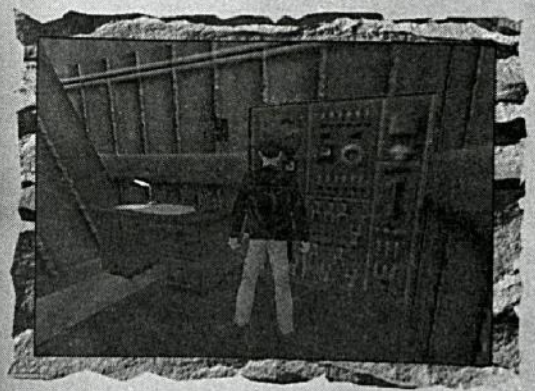
Crawling along the air vent gets you nowhere. Instead, hop back down and knock on the door again. Then *quickly* crawl back onto the top bunk and pull yourself into the air vent.

The guard reenters. When he goes around the corner to the sink area (shown here), quickly hop out of the vent and off the bed, and then hustle out the door.

Indy automatically locks the guard into the cabin.

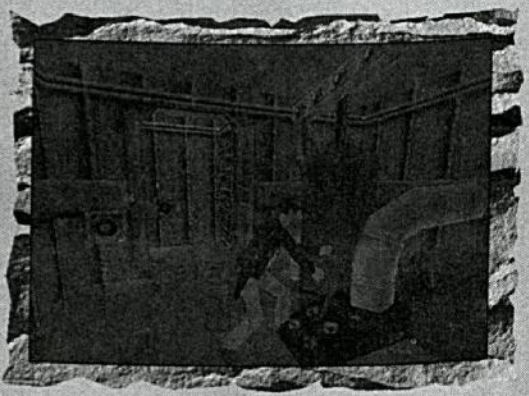


Careful! A guard hangs out in the next room. Say, isn't that Taklit's Part (circled here) sitting on the desk in there?



Turn left in the hallway, and then open the next door on the left. This is the guard's post, but he's gone now, busy with the pump you just activated. Quickly! Grab Taklit's Machine Part and run back out the door.

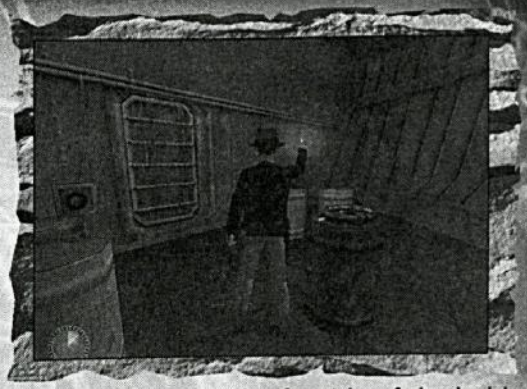
Walk around the corner to the hallway with five rooms. Push the red button near the first door on the left to open it and see the pump machinery. Enter the room.



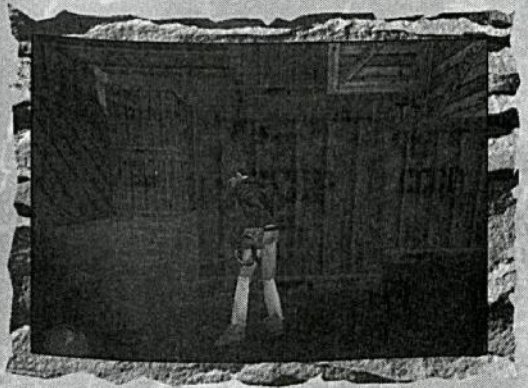
Don't try to fight the guard. Instead, outfox him. Pull the lever in this room to start the pump machinery; then run quickly out the door.

After you exit the room, turn left and open the door at the end of the corridor. It leads into a hold full of crates.

Don't go around the big blue crate yet! A guard patrols on the other side. Instead, activate Taklit's Part from inventory and hit Control to make Indy invisible. Then go around the blue crate and cross the hold undetected.

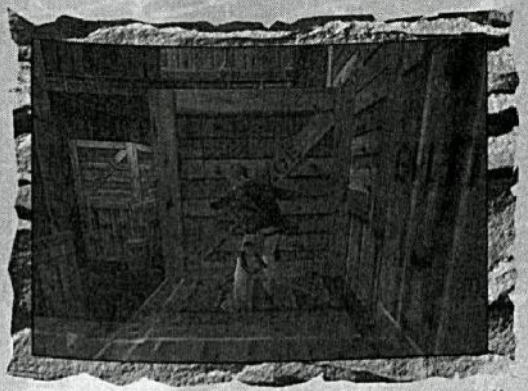


Open the door on the far side of the hold and enter the room. There atop a barrel is Indy's inventory of stuff—whip, pistol, machete, and anything else you've acquired along the way.



Return to the cargo hold. Your goal now is to get up to the second floor. Find the lone red box (about Indy's height) and push it away from the barrels toward the blue box.

See that wooden crate (circled here) on the right? Hop atop the red box and walk to it.



Pull the wooden crate away from the wall. Crawl over to its other side, and then push it over the red box you just moved.

Climb atop the wooden crate and look up. See that light bar? What a beautiful whip target.

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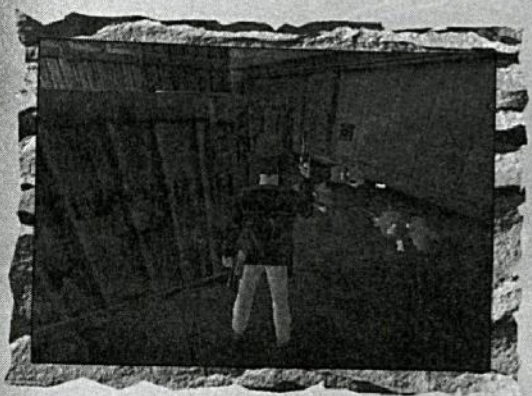
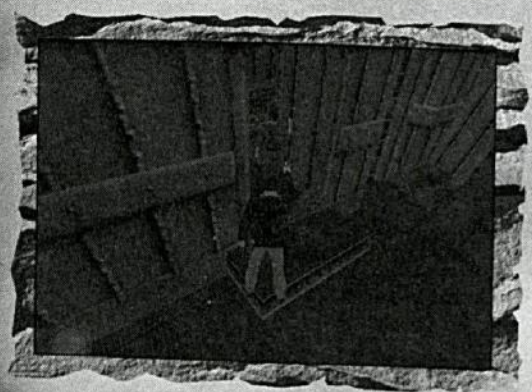
Use the whip on the bar to swing to the blue box across the room.

Put the whip away and use the nearby crate to climb to the upper hold level. Draw your gun immediately.



When you step on the walkway, you trigger the appearance of three Russian sailors. Shoot and roll and shoot again.

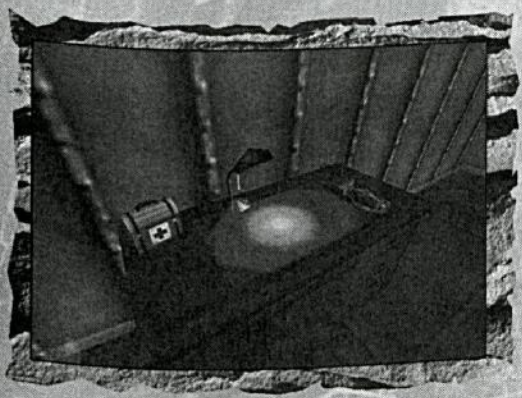
When you've dispatched the Soviet trio, go to the side of the upper hold with only one door. Open it—be sure your gun is drawn—and get ready to run.



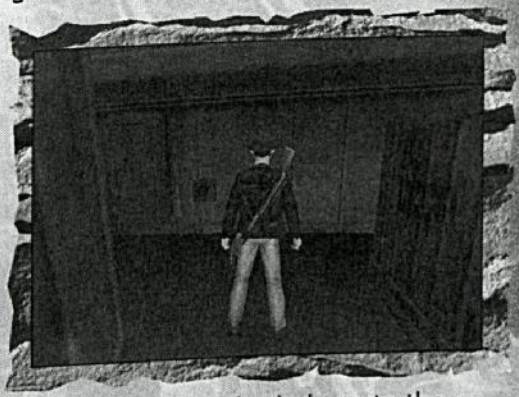
A guard is posted in each of the two side rooms. Sprint down the hall to the end room and turn the corner to duck out of sight. The sound of your running draws both guards into the hall, but they won't follow. Sneak around the corner and pick them off. (You can get the first guy from behind, as shown here.) Or use Taklit's Part and walk right by invisibly.

Nab the cashbox in the room on the right.

Go back to the end room and climb the ladder to the upper platform. Draw your gun and open the door there.

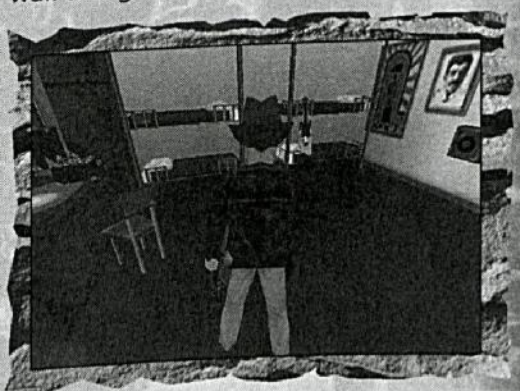


Gun down the lone Russian guard inside the room. Then grab the Trauma Kit and, more important, Urgon's Part of the machine.

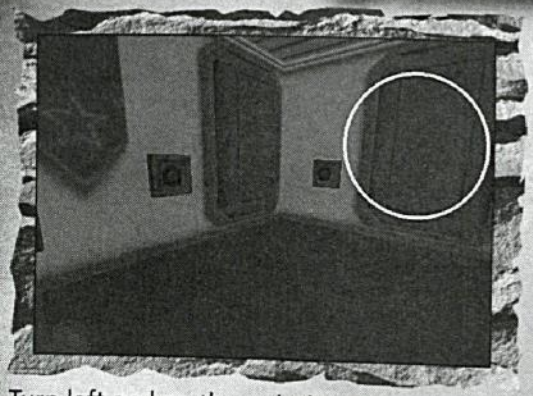


Retrace your route back down to the hold's upper walkway. Cross to the other side of the room with two doors on the wall and go through the leftmost door.

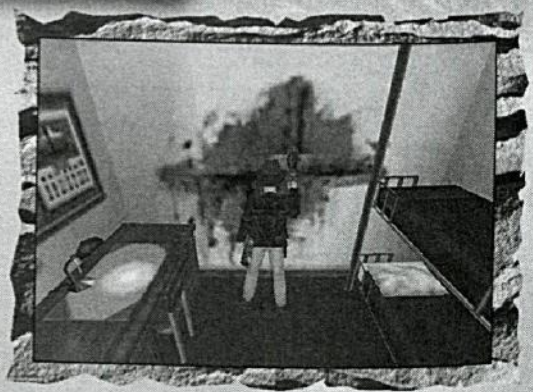
In this small entry, the door on the right is locked. Open the door ahead and draw your gun.



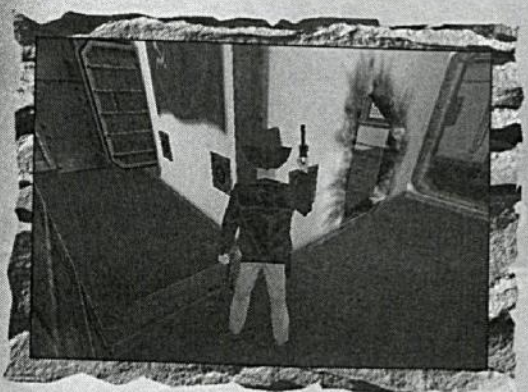
Nail the sailor inside and grab the cashbox from the desk (at left). Exit via the door you entered through. (The door near the Stalin portrait is locked.) Return to the upper hold walkway.



Turn left and go through the other door on this side of the upper hold walkway. Again, you're in a small entry hall. Open the door ahead (circled here); the door on the left, next to the Soviet banner, is locked.

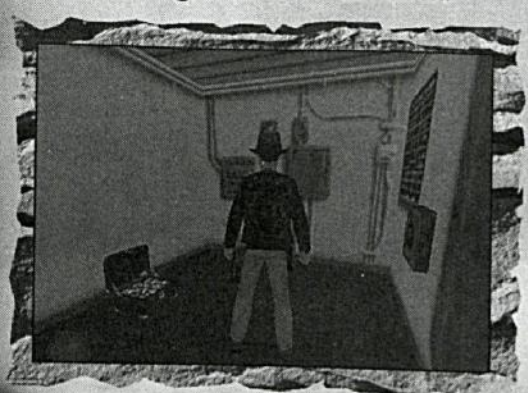


Turn left in the next room. See the rusty, stained wall? Use Urgon's Part to blow a nice, neat hole through it.



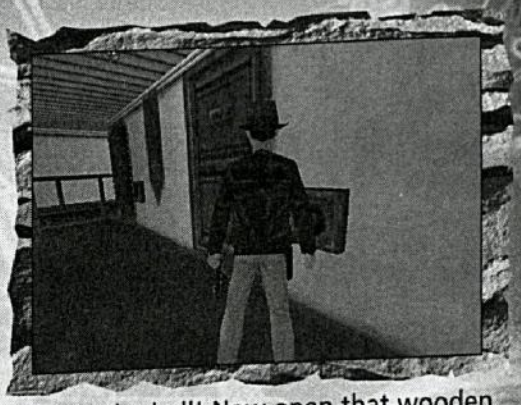
Draw your gun before you step through the hole. An armed Russian sailor waits. Take him out, open the next door down the hall, and take out the sailor in that room. Inside, grab another cash box.

Step back into the hall, go left past the hole in the wall, and then climb the ladder.



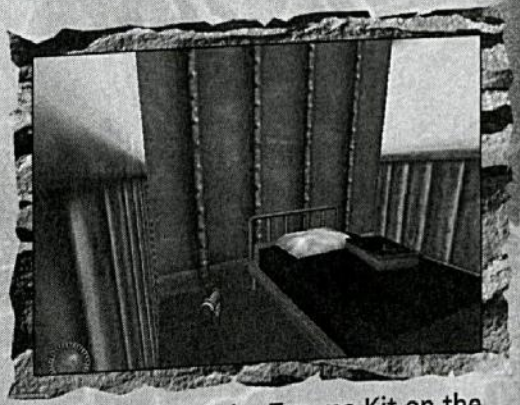
From the top of the ladder, go straight ahead and open the door to the circuit room. Grab yet another cash box. These Russians love their cash, don't they?

Go back into the hallway, turn right, and open the first door on the right. Draw your gun and enter while firing. After you eliminate the guard, grab that pricey silver idol (circled) on the desk.

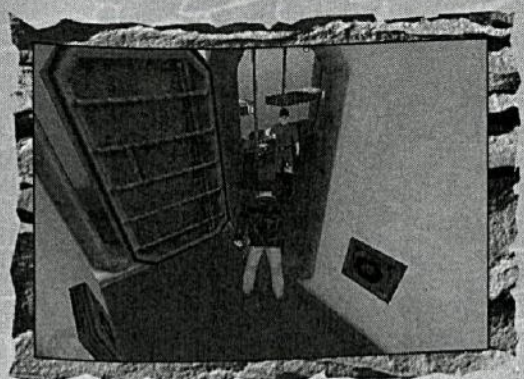


Back to the hall! Now open that wooden door (left side of hall) to the captain's quarters.

Help yourself to the gold idol on the desk.



You'll also find a nice Trauma Kit on the floor next to the bed in the next room.



Now return to the hall. Open the door directly across from the Captain's room, draw your weapon, and pick off the Russian sailor inside.

More cash! Apparently, Russians don't trust banks.

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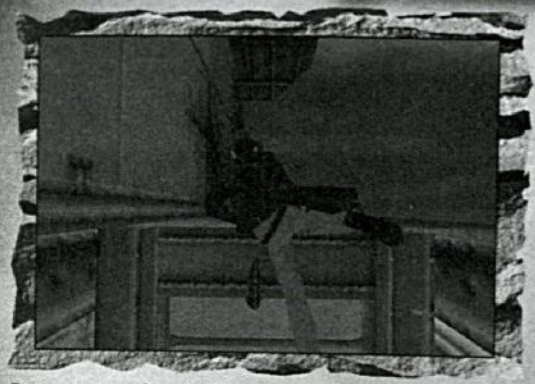
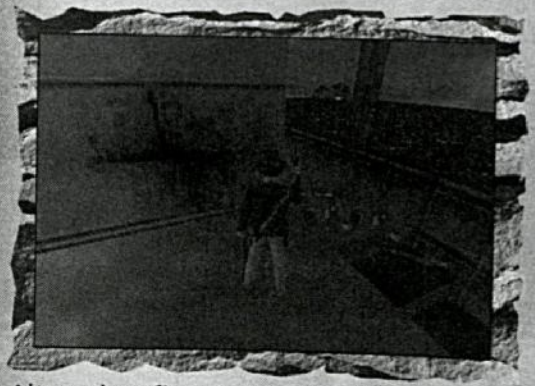
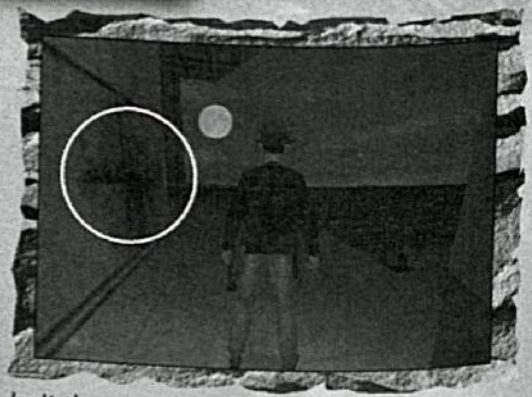


Return to the hall again, turn right, and go to the ladder leading up. Climb it to the deck level.



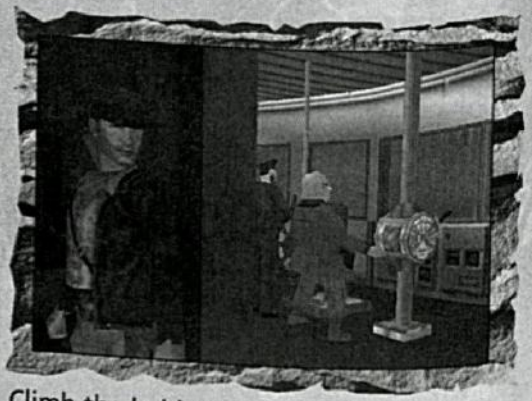
Altogether, five guards attack here. Use a rifle to pick off the first two snipers across the deck. Then draw your pistol; two more guards (shown dead here) come around the corner to your right. Finally, another lone sniper opens fire across the deck.

Welcome to the Soviet galley. Continue through the next door into the Lenin Memorial Dining Hall and find the ladder.



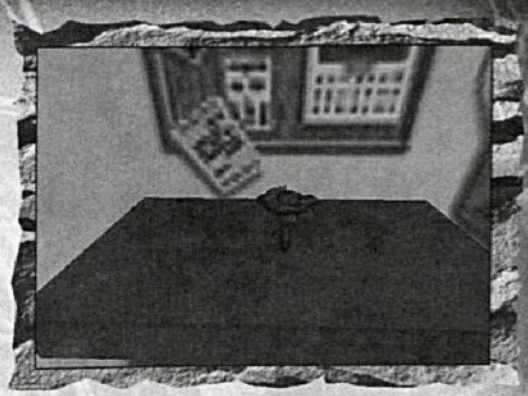
Isn't the moon lovely tonight? Don't admire it too long. A bunch of Russian sailors are rushing to welcome you in their own special way. Note the rusted wall (circled) on the left, however. You'll return to it in a minute.

Now turn to face the rusty patch of wall and use Urgon's Part to blast it open. Step through the new hole.

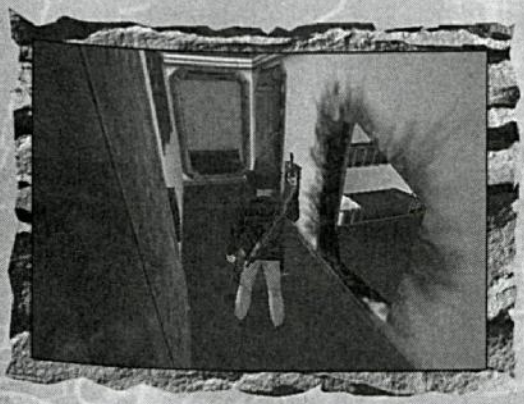


Climb the ladder to trigger the cutscene of Volodnikov and the ship's captain.

The Russian physicist says he's bound for King Nub's tomb in Egypt...and Indy learns he's unwittingly provided Volodnikov with the "tools" he needs to engineer Soviet world domination. Oops.



Well, here's some consolation. Turn around and grab the third machine part (Azerim's). Now you've gotten back what's yours. Time to escape.



First, backtrack. Watch out for Russian sailors en route! Climb back down the ladder and through the dining room into the galley. Pass through the hole in the wall, turn right, and descend the second ladder. Walk down the hall (the one with the wooden door to the Captain's quarters) to the third ladder and climb down again. You should end up back in the hallway (shown here) where you blew a hole in the wall.

Continue to the hall's end and climb down yet another ladder. The door at the bottom leads to another cargo hold. Open it.

Enter the cargo hold. Your next goal is to get to this hold's upper-level catwalk. A crane stretches across the top, and a crate (shown here) contains a blue power crystal from Quetzalcoatl's pyramid.

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Remember how the crystals levitated Indy when he activated Azerim's Part? You can engineer the same effect here to reach the upper walkway. First, approach the crane control panel (shown here).

Your first task—move the crane arm over the crate holding the blue crystal (press the leftmost button twice). The crane arm ends up as shown here.

Press the middle button five times. The crane hook slides along the arm to the position circled here, over the crate.

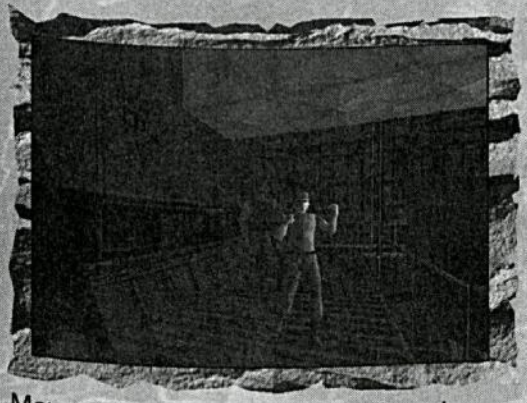
Push the rightmost button once to drop the crane hook onto the crate. Push the rightmost button again to raise the crate. As Indy says, "Well, that oughtta do it."

Before you levitate to the upper walkway, nab the cash box hidden in the far corner of this second hold. To reach it, squeeze around the Soviet Army truck and down the narrow alley behind the row of blue crates.

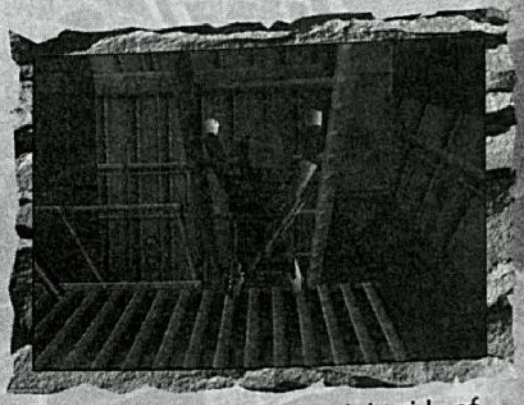
Stand directly under the raised crate and use Azerim's Part to levitate Indy. Use ↑ to raise him to the crate; then press X to hop onto the red box. From there, turn left and climb onto the upper hold walkway.

Watch out for the two Russian guards who rush in below! Pick them off, and then go through either one of those upper walkway doors beyond the crate.

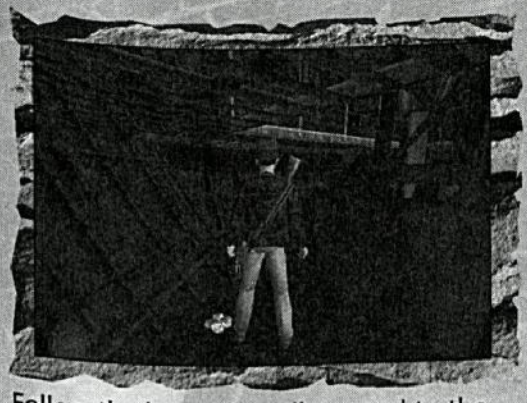
Welcome to the engine room. Big sweaty Soviets work here to keep the *Pudovkin* chugging along, and they don't like intruders. Gun down anything that moves below.



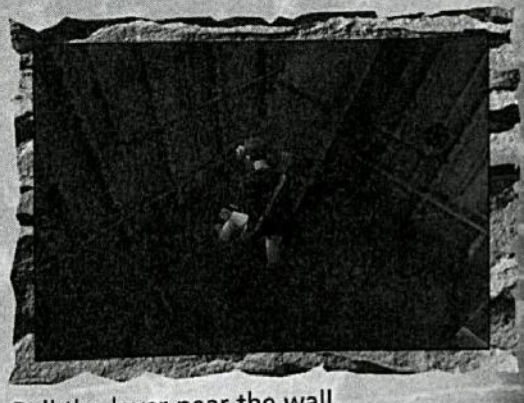
Move around the upper catwalk and deliver hot lead to these two muscle-bound engine room guys.



Move to the ladder on the right side of the room and climb down.



Follow the lower catwalk around to the next ladder and hop down to the floor level. Take the pile of silver coins from under the ca



Pull the lever near the wall.

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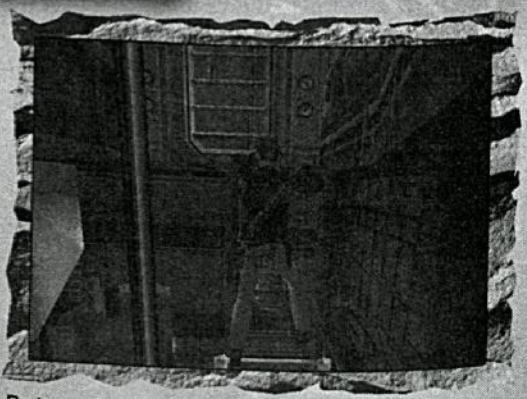
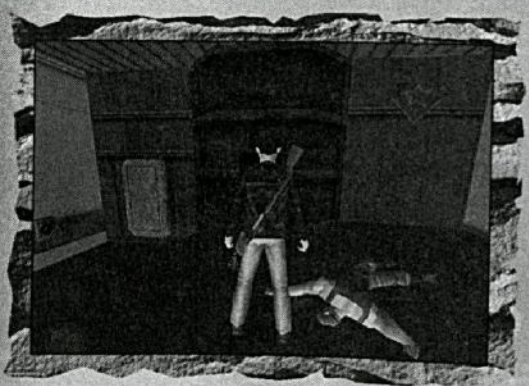
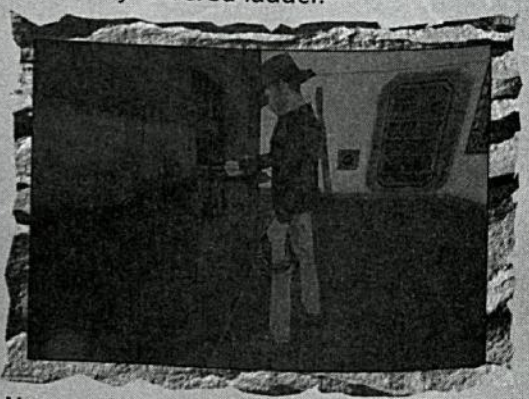
This lowers a ladder to the upper catwalk.



Return to the upper catwalk and climb the newly lowered ladder.

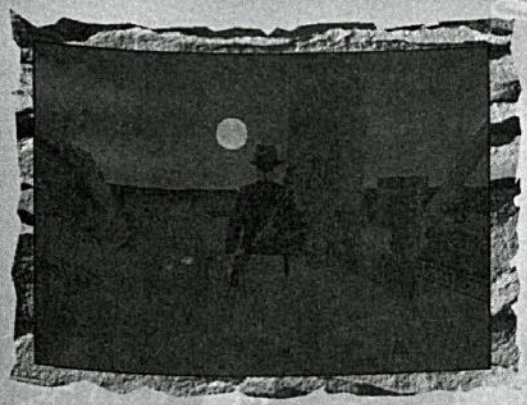


At the top of the ladder, open the door and draw your weapon. Another big sweaty engine guy wants to gun you down. Forcefully dissuade him.

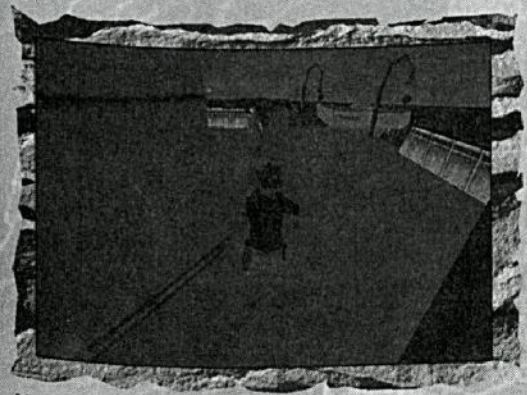


Now go borrow that crank wheel from the small niche in the wall.

Turn right and exit through this door onto the main deck.

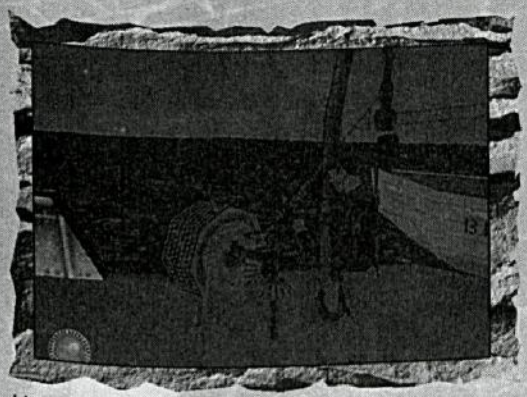


Turn right, arm yourself, and run all the way to the forward deck. (You'll have to fight through a few sailors, but hey, you're Indiana Jones.) When you reach the big power winch in front, look for this pile of silver coins glinting in the moonlight.



Now go all the way back to the aft deck. Several hostile sailors open fire. Indy must get to the motorboat and rear winch, so fight through the attackers.

Approach the small hand winch (at left here).



Use the boat crank on the winch wheel. Indy lowers the boat, slides down the rope...

...and motors off into the Atlantic moonlight, a free man once more.

Chapter 13
Meroë

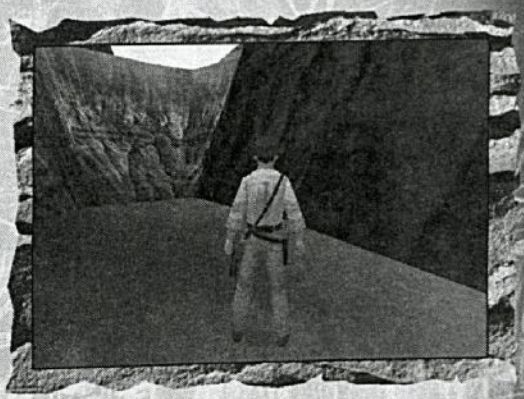
Our man Jones travels to the ancient site of Meroë, where four funeral pyramids of the Nubian kings jut above the stark desert of Anglo-Egyptian Sudan. As Indy points out, Volodnikov thinks one of those buried kings came from Babylon. And guess what? So do we. To find the right pyramid, however, Indy will need help from a Nubian boy. But you won't get the lad's cooperation until you eliminate a pack of ravenous hyenas roaming the sands above the complex.

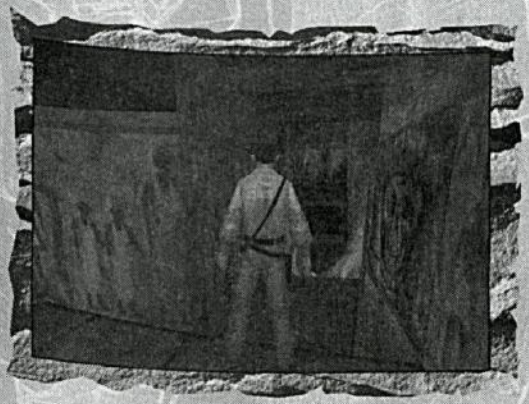
The pyramids here are connected by long-unused underground passages. Naturally, these claustrophobia-inducing tunnels teem with unpleasant crawling things—spiders and scorpions, mostly. Each pyramid houses a special room that "lights the way" to a particular location in the desert. Your goal is to find an ancient crystal eye, then use it at these specific locations to gain access to the next level, "King Sol's Mines."

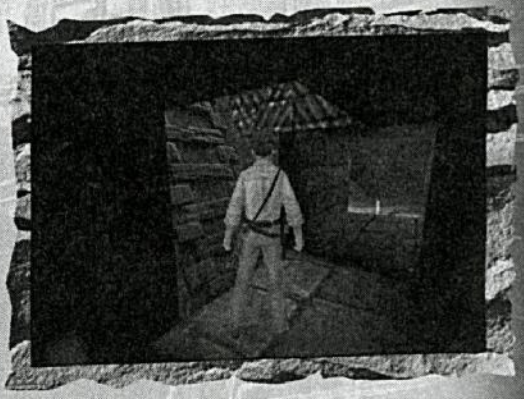
In addition to the aforementioned hyenas, spiders, and scorpions, Indy also faces a late-arriving, bomb-throwing squad of Soviet soldiers. Beyond that, expect a lot of climbing, jumping, and puzzle-solving as you inch your way through the maze of the pyramid complex.

ENEMIES

- HYENAS
- SCORPIONS
- SPIDERS
- SNAKES

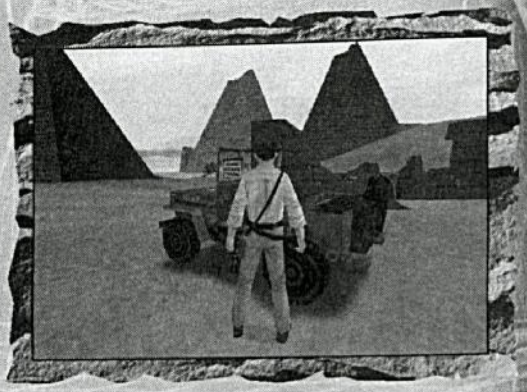






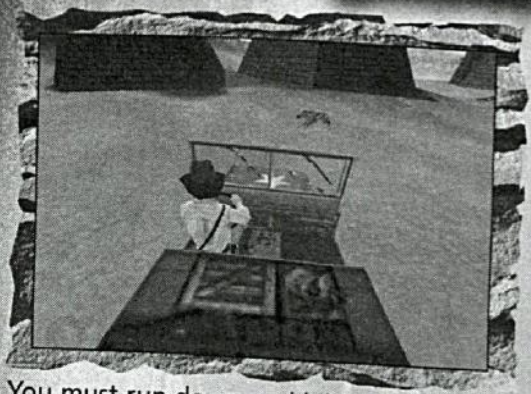
STEP BY STEP

Indy arrives at Meroë and examines the sign advertising "King Solomon's Mines." Hyenas gather in the distance.

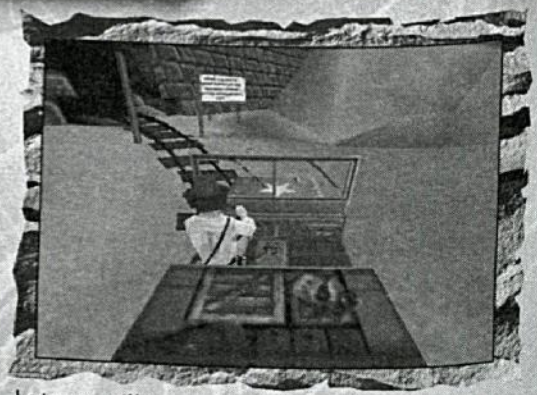


Get back into your Jeep quickly.

INDIANA JONES and the INFERNAL MACHINE



You must run down and kill as many hyenas as you can. If you think you've hit one, turn around to make sure. Try to force one against the side of a pyramid; if you herd two together, you can hit one in the ensuing confusion. Whatever you do, *don't drive into the pit mine*. The fall can kill Indy. When you've killed them all (how many depends on how rapidly you kill them), you'll hear the Indy-theme victory fanfare.



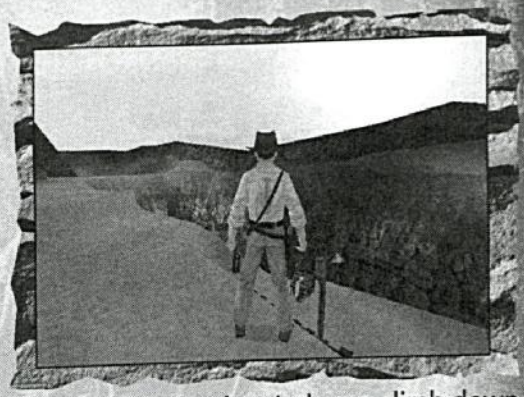
Later you'll need the help of the small Egyptian boy behind this door, but he won't come out while hyenas linger in the area. If you're unsure whether you've killed them all, have Indy walk through this door. If all the hyenas are dead, the boy will be gone.

Now go to this shack and shoot through the window to set off the dynamite. (You can stand next to the window; the explosion won't hurt Indy.)

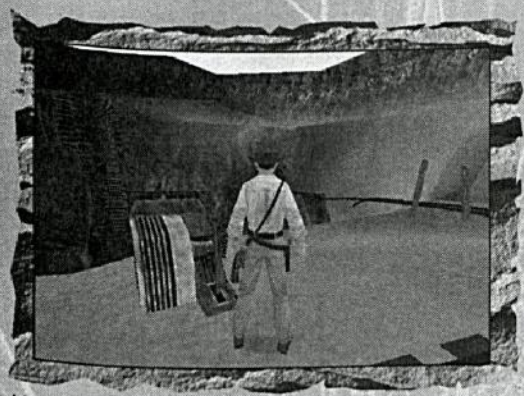
Enter through the blown-out wall to find a bazooka and some rockets for it.

That bucket will come in handy later, so grab it.

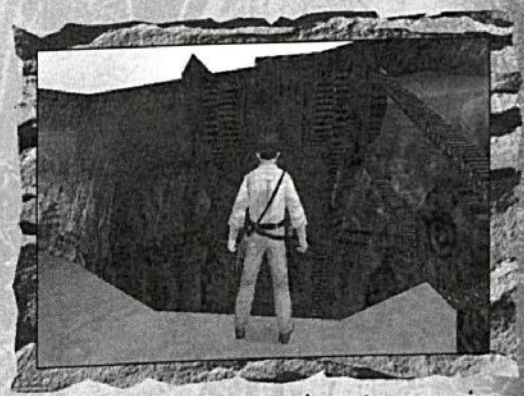
On the other side of the shack, you'll find a Trauma Kit and a drive chain hanging from a nail. Pick them up.



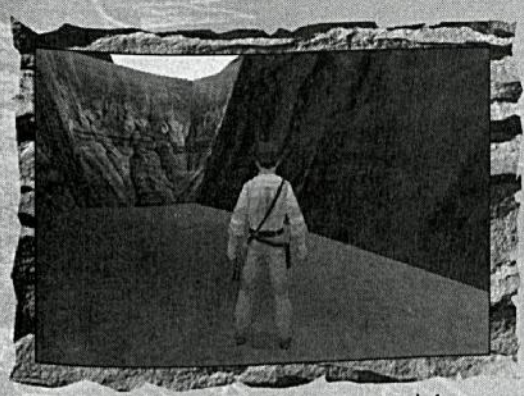
Walk to the pit mine. Indy can climb down a short way at this point.



Use the drive chain with this motor; then pull the lever to start it.



Save here. Now jump Indy onto a moving platform. If you make it, you'll descend safely to the pit floor.



Beware of scorpions whenever Indy's outdoors.

Eliminate the two scorpions on the far side of the pit; then jump into the hole at one end.

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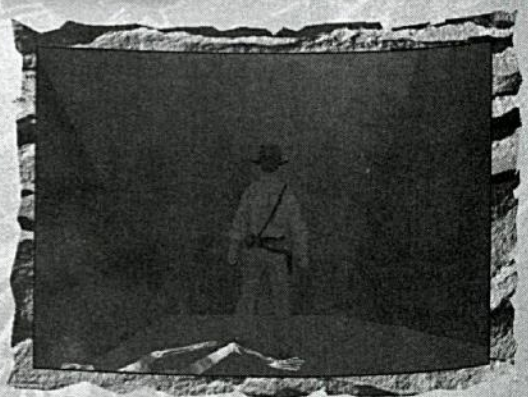
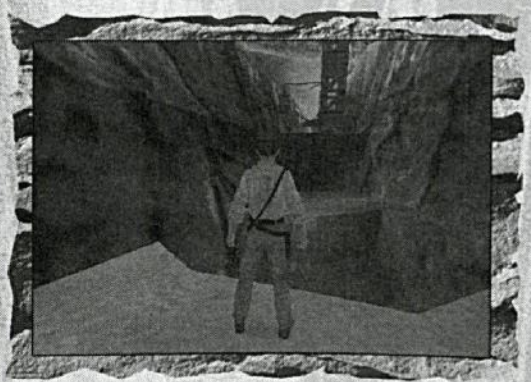
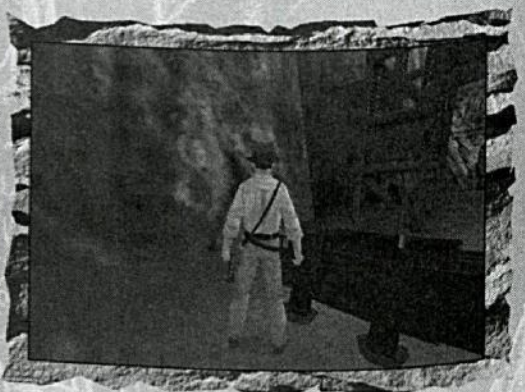
Down in the pit, pick up the watch from near the skeleton.



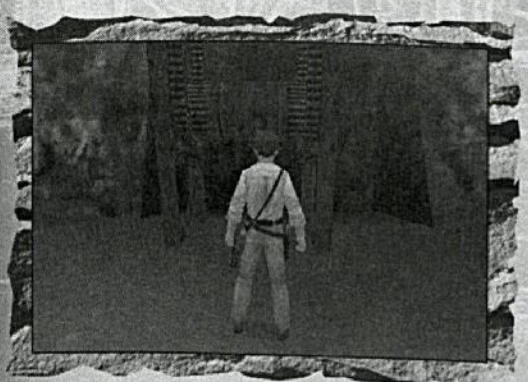
Now climb the opposite wall to the ledge where the scorpions were.



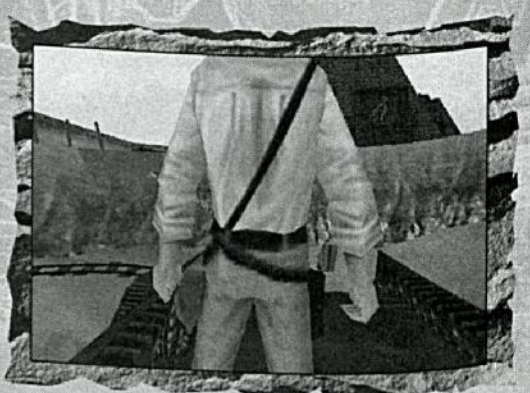
From there, jump to the other side of the hole, climb up, and then walk toward the lift that carried you down.



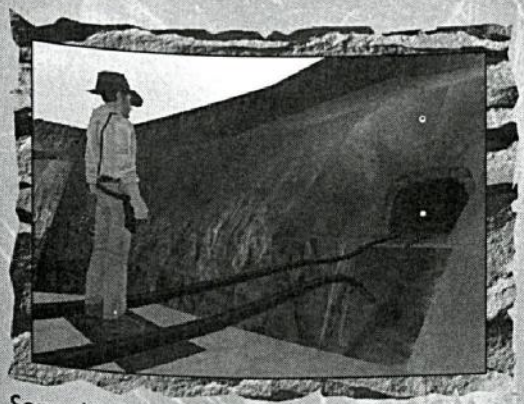
This old mine car won't need that wheel. You might as well take it.



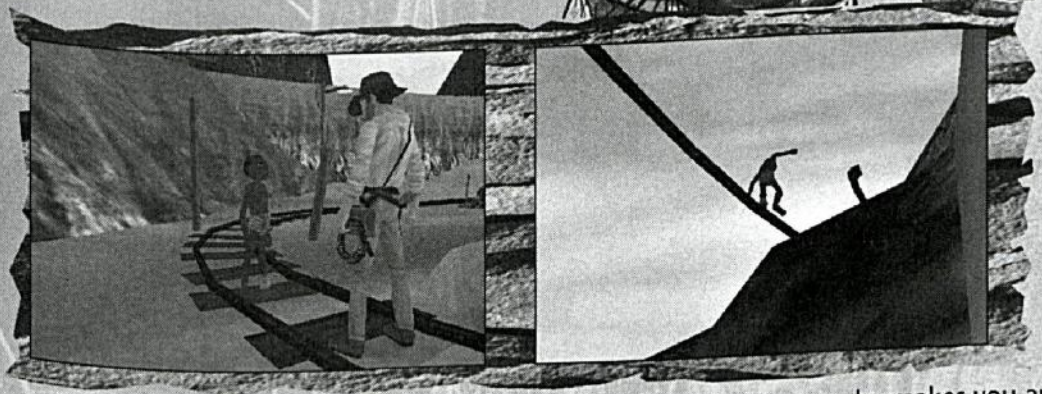
It's time to jump back on the lift. It's a little trickier this time, so you may want to save here.



At the top, you must execute a little running jump forward to get off the lift, or the lift's action will toss you back to the pit floor.

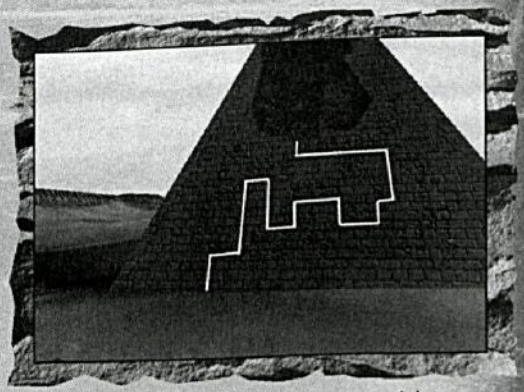


Something gleams over in the abandoned mine, but you can't get there. Just make sure Indy gets this close.



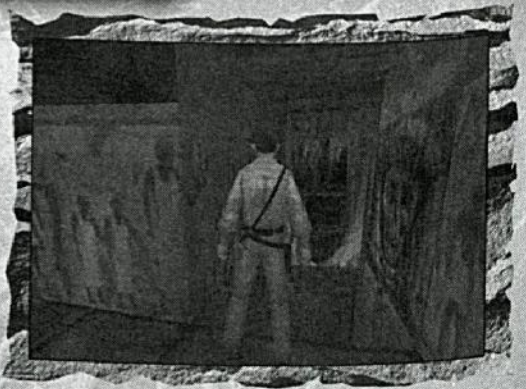
Up walks the Egyptian boy. He's fascinated by European technology, so he makes you an offer: if you'll give him the watch, he'll balance on the rails to fetch whatever lies in the mine. It turns out to be some kind of crystal "eye."

Return to the side of the pyramid nearest the shed, killing any scorpions you encounter along the way.

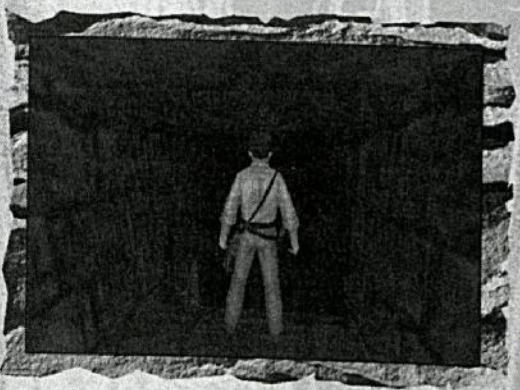


Use this path to climb the pyramid.

From here, jump down into the passage on the right.

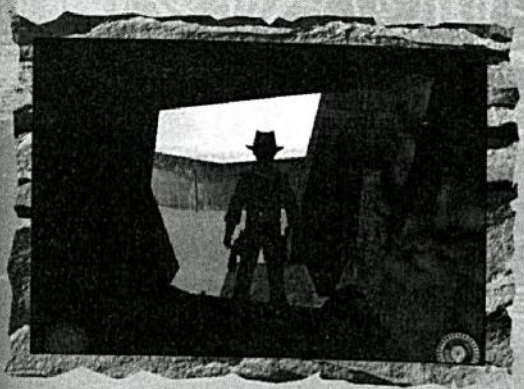


Indy faces a jump across a pit. First, kill the spider on the other side. Save here if you're nervous about the spikes below.

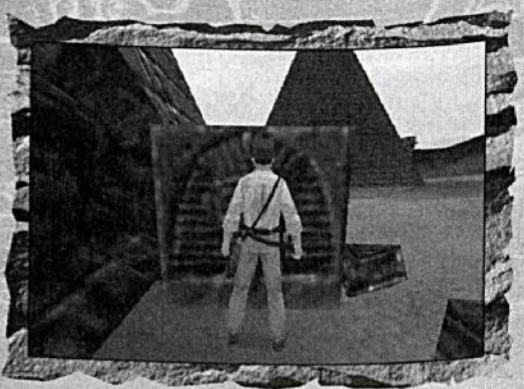


It's safe to jump at this drop-off.

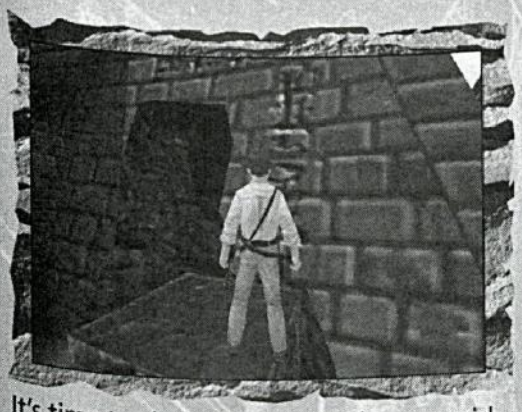
At the bottom, find one of those Urgon-type cracks you can use the first machine part on.



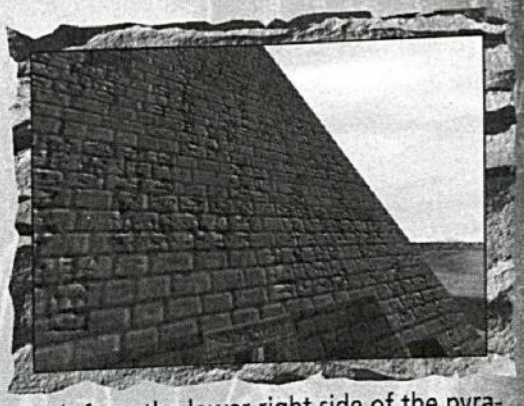
Using the first machine part pushes a block out onto the ground, opening a nice hole in the wall.



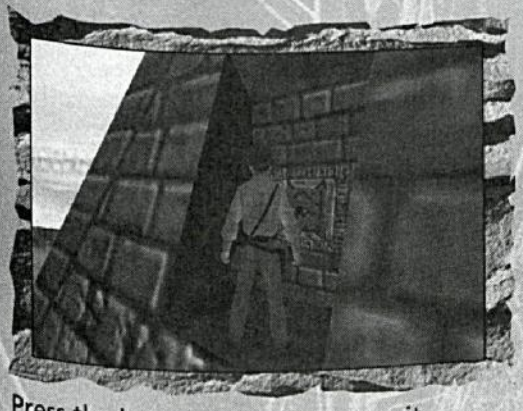
Jump down and push the block under the climbable niches on the outer wall.



It's time to climb this side of the pyramid.



Climb from the lower-right side of the pyramid to the "window" on the upper left.



Press the button with the eye on it.

You've opened this door below you on the same face of this pyramid.

Now descend to the area above the door that opened, and drop down.

But before going through the doorway, turn around and jump to the top of the wall on the right.

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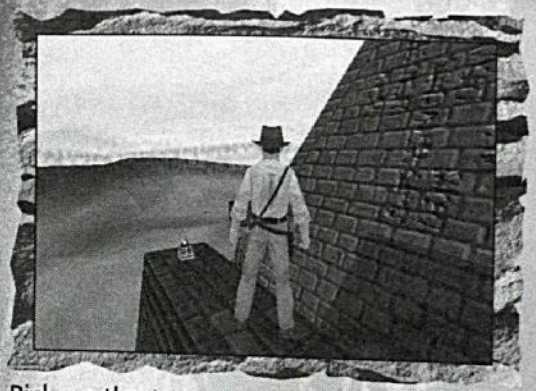
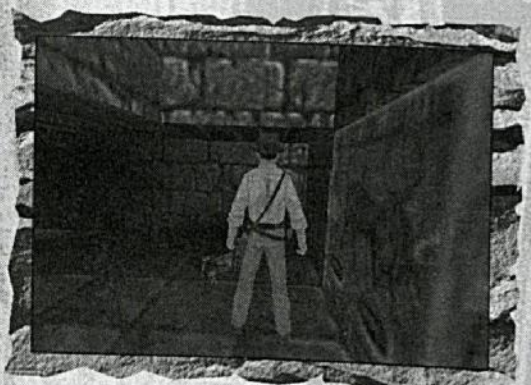


Pick up the treasure and jump back down.

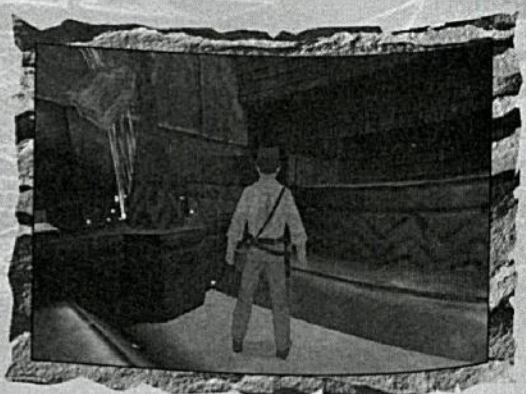
Pass through the doorway.



Enter and shoot the spider. Pull the block once. Walk around it and push it. Mount the block and from there mount up into the alcove to snatch the blue gem.

Go left at the first fork to kill another spider. Then walk on in this direction.

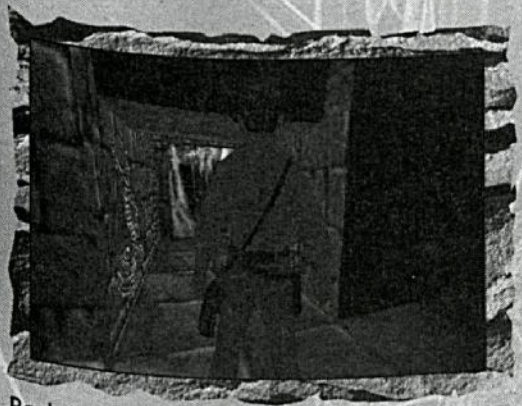
Jump down here.



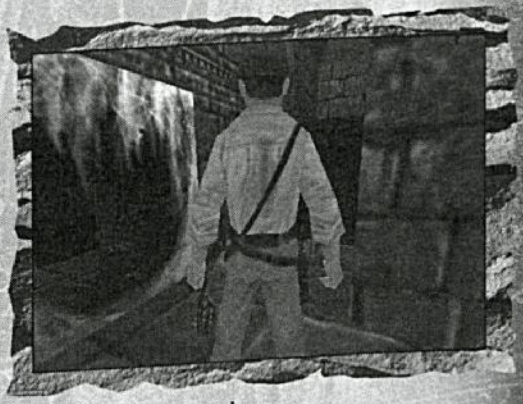
This room features a pool of water and a strange device.

Stand on this platform and hang the bucket from the metal shack on the device's hook.

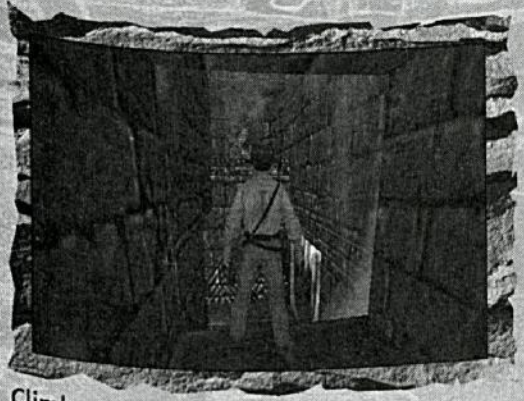
When the device starts moving, climb back up the ladder.



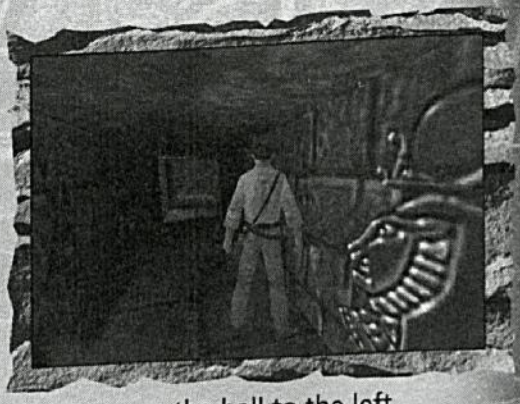
Back in the hallway above, go straight ahead.



Make a right turn here.



Climb up, turn around, and perform a running jump to the ledge opposite, under the wall decoration.



Now traverse the hall to the left.

INDIANA JONES and the INFERNAL MACHINE

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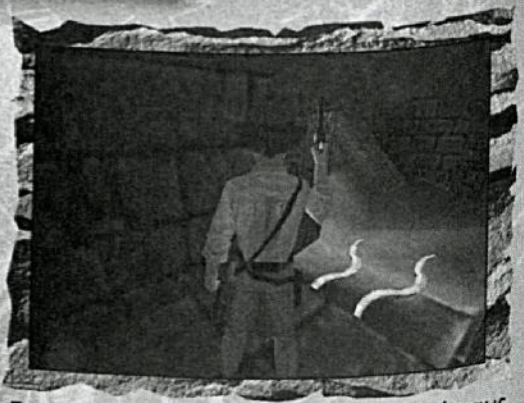
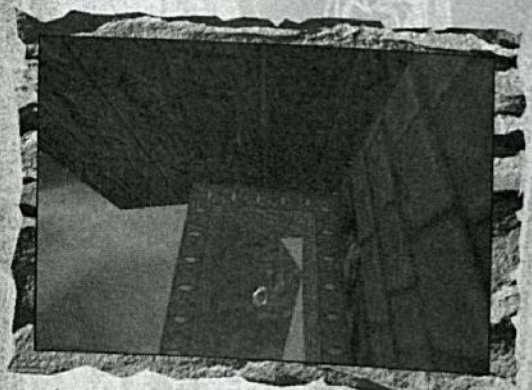
You'll climb this ladder soon, but first move forward and shoot the snakes in the room at the end of the hall.

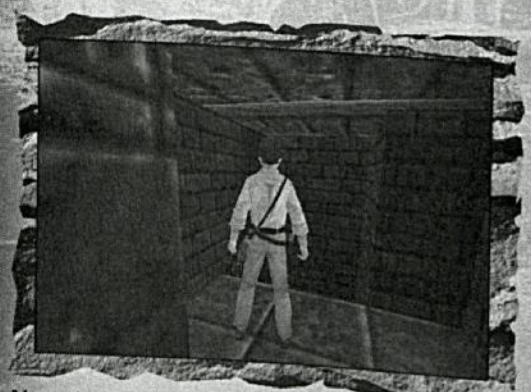


Enter here and climb into the sarcophagus.

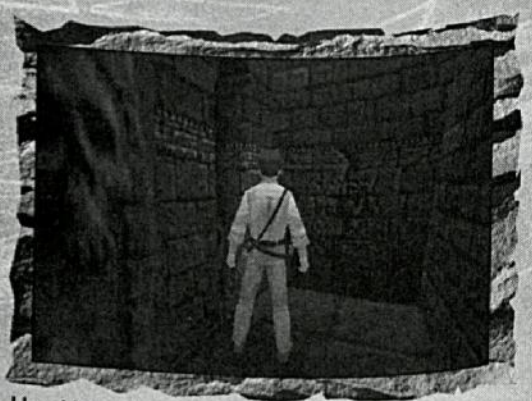


Grab the treasure from inside. Then climb out and go back down the hall to the ladder.

Climb the ladder.

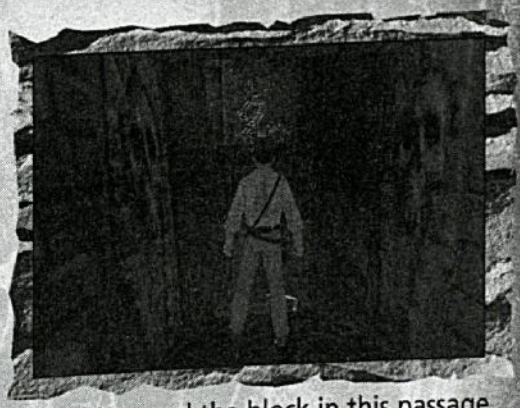


Now turn around, hang from this edge, and drop.

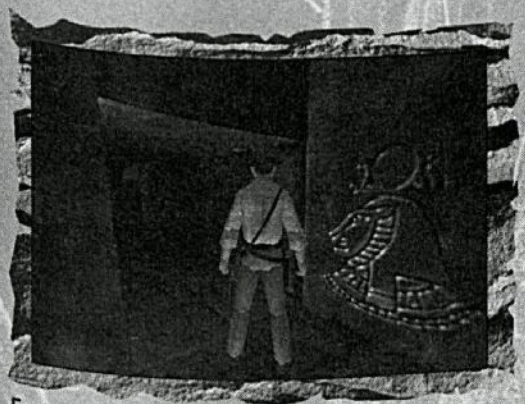


Use Urgon's Part on this wall.

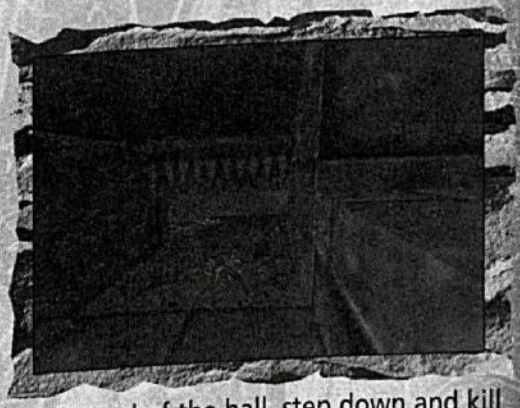
Push the right-hand button here.



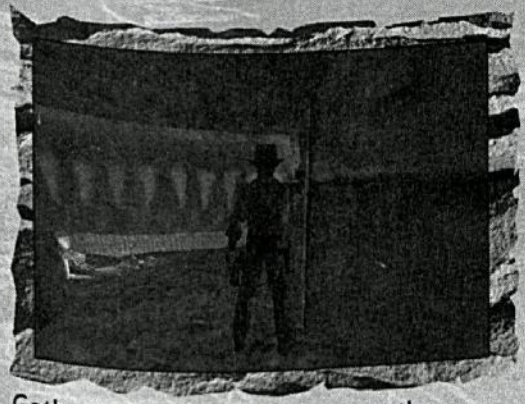
You've lowered the block in this passage. Take a running jump to the top of the block, and from there enter the hallway on the left.



From here, it's a straight walk forward.



At the end of the hall, step down and kill two scorpions. Then crawl through the small opening.



Gather healing herbs from near the skeleton on the right.

Around the corner, one more scorpion guards another treasure. Now crawl out through the small opening.

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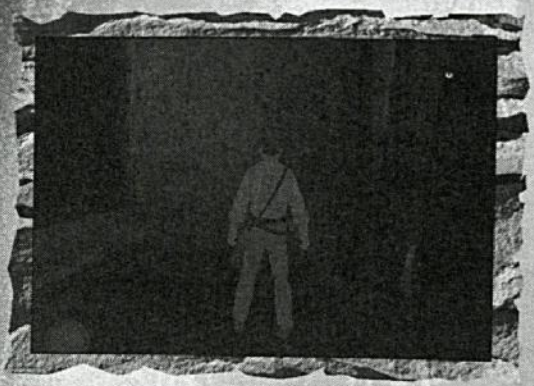
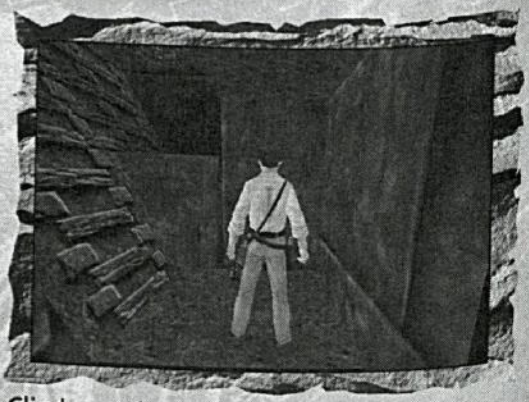
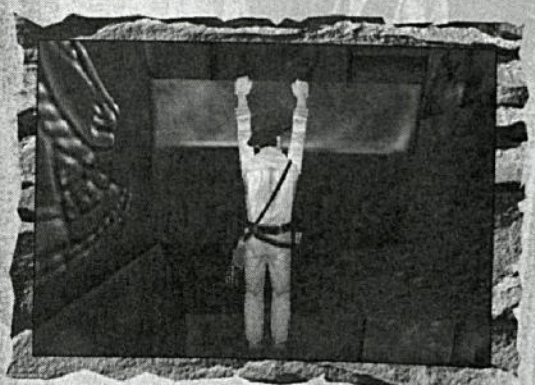


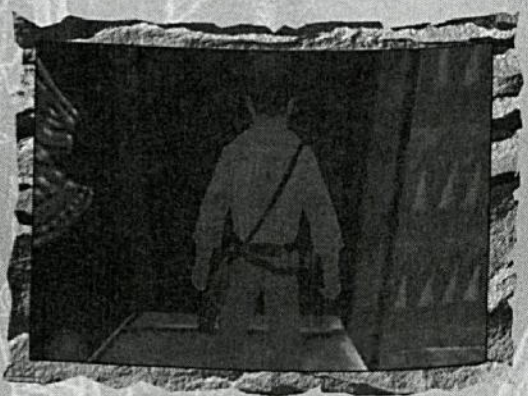
Jump to the top of the blank wall.



Climb another ladder.



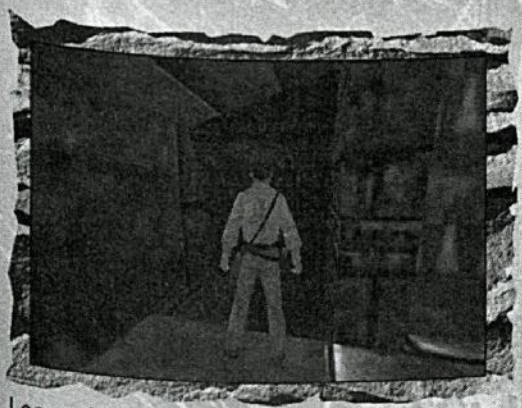
Opposite the top of the ladder, jump to the edge and climb up.



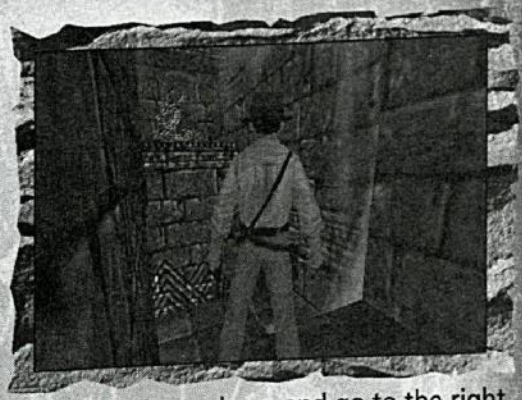
Turn into the hallway on the right.

Jump up to this ledge and climb from there.

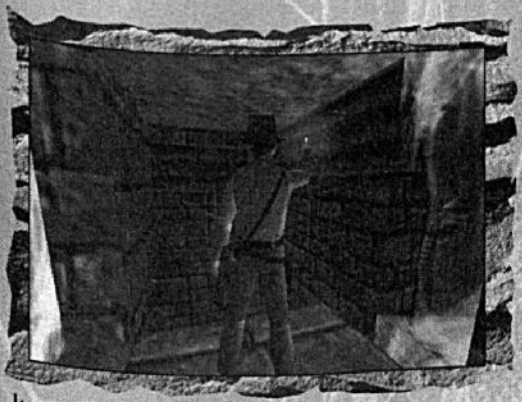
It's a good thing Indy always carries a lighter. Pull it out and light the firewood here. A lens rises and focuses a red beam on the desert floor.



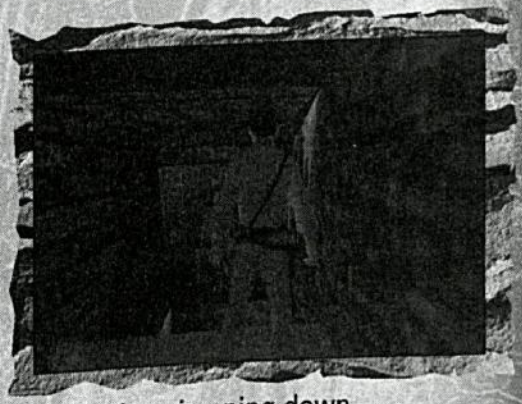
Leave this Lens Room, turn right, and jump down. You end up in a familiar room.



From here, jump down and go to the right.

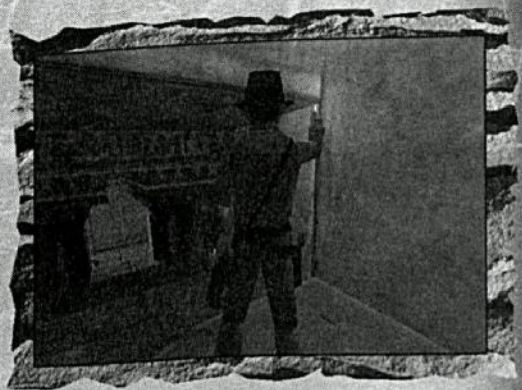


Jump down from here.



And continue jumping down.

Yet another jump forward and down.



This passage leads to a room with snakes in it. Stand well back and kill the snakes before you walk through the door.

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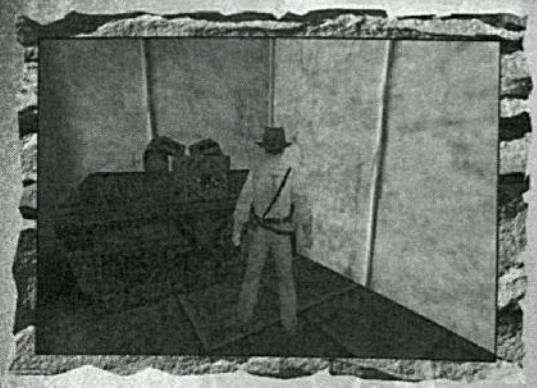
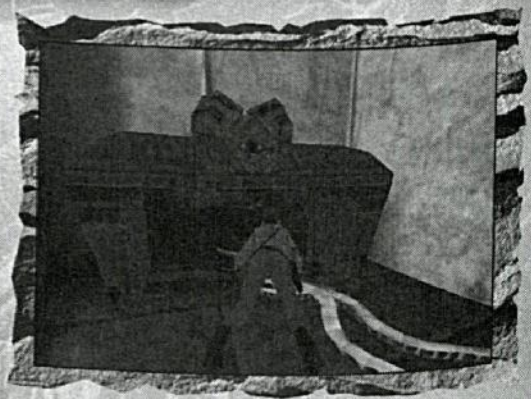
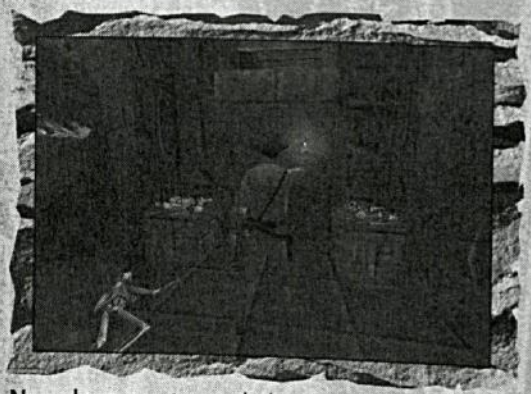


Pressing this button releases a bunch of snakes. Be ready to shoot.

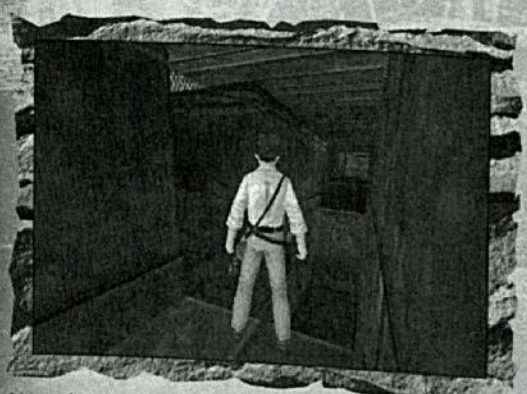


Keep shooting at the opening until Indy no longer aims there. Then crawl forward; once you're inside and standing up, take out the gun again and make sure you have nothing left to aim at.

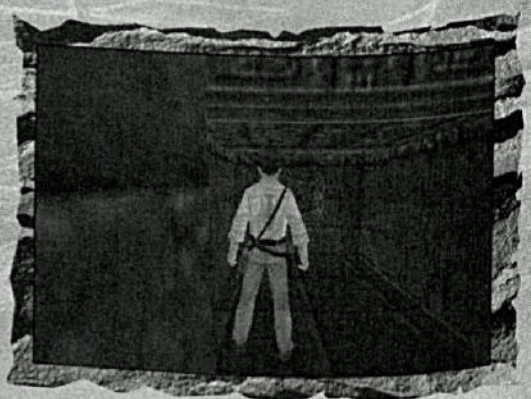


Now leap up to and climb over the ledge ahead.

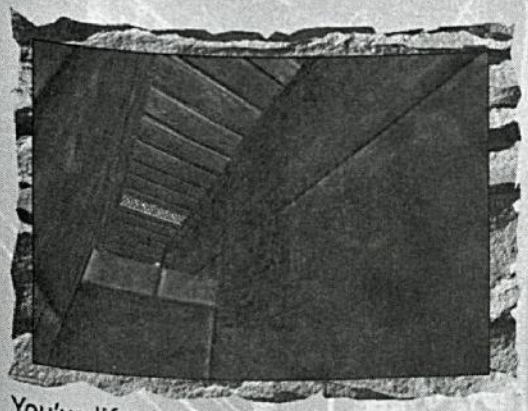
Kill the two spiders to the left, and then continue forward.



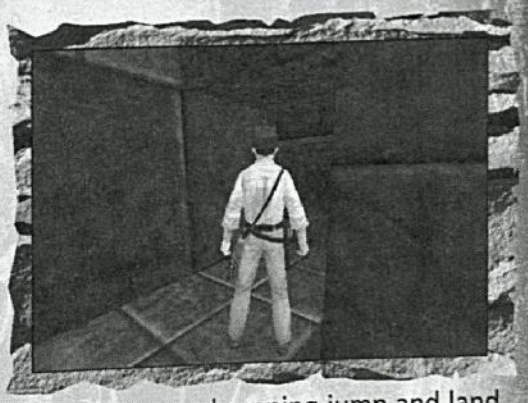
Now jump to the platform under the button.



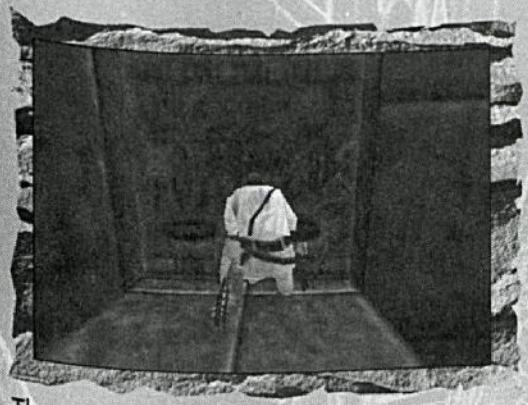
Press the button.



You've lifted this block, which starts a timed puzzle with a couple of parts.



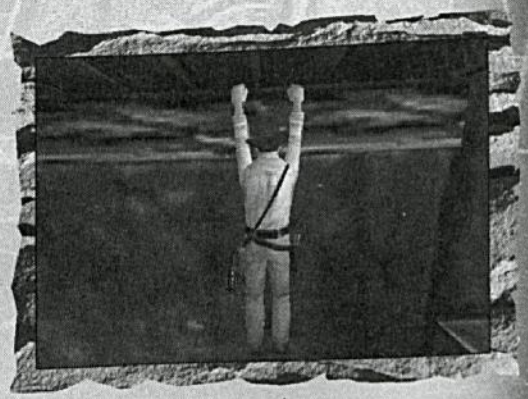
First, take a good running jump and land back on this side.



Then quickly pull out this block so it's under the upper block.

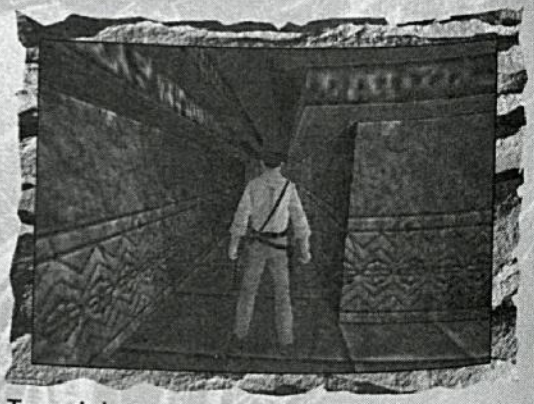
Now when the upper block falls, the lower block will hold it up.

Next, jump up to hang from the edge, and then shimmy to the right.



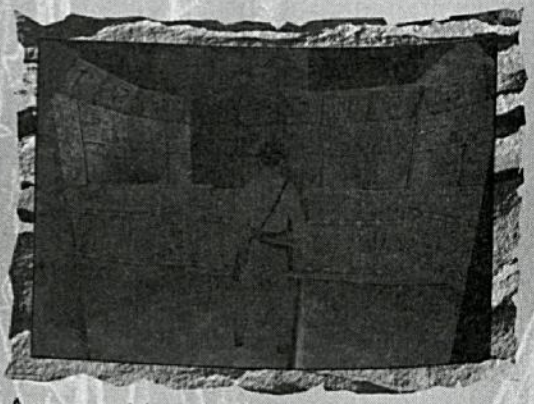
This is a safe place to drop.

Climb up and walk to the end of the hall.



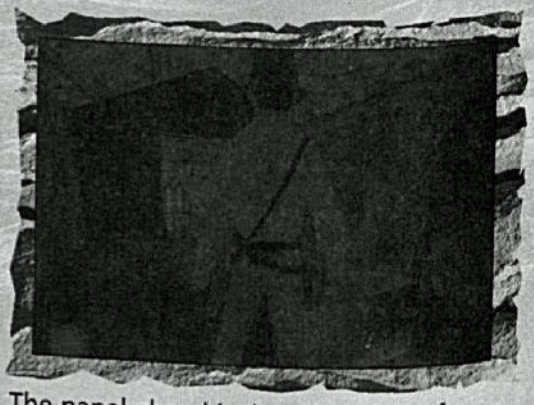
Turn right and continue.

You reach another fork. Going this way (to the left) does Indy no good. Yet.

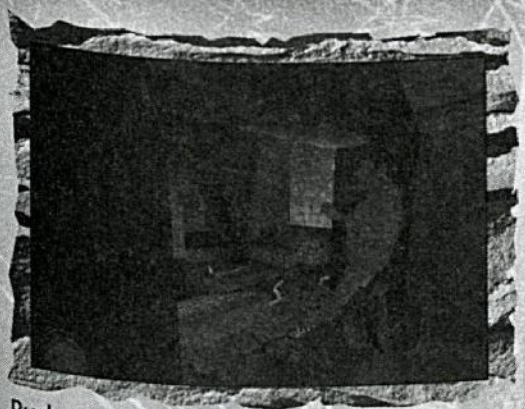


A room with sarcophagi lies to the right. Climb atop the middle one just to Indy's right.

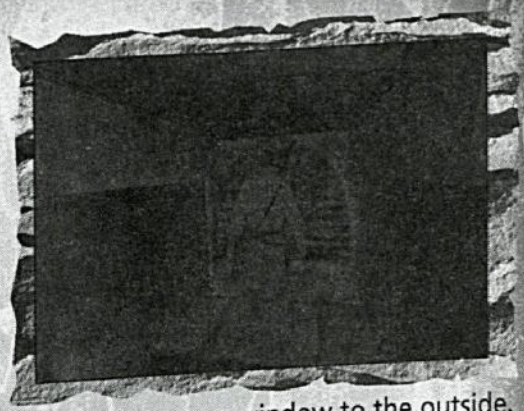
From there, jump up to catch the edge of the hole above and climb up.



The panel ahead is the only thing of interest in this featureless room.

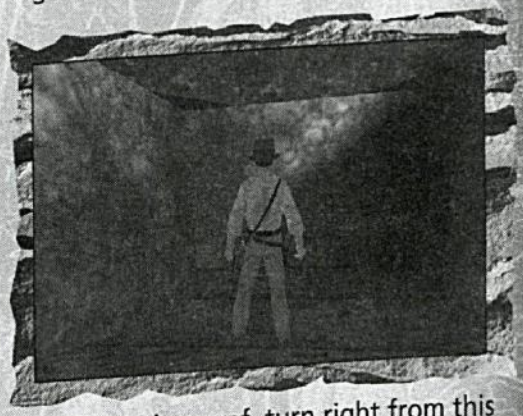


Push the panel. It opens into a room with many snakes. Try to kill them all from where you stand in the opening; if that's not possible, step carefully out onto the panel you pushed in and kill the rest from there.

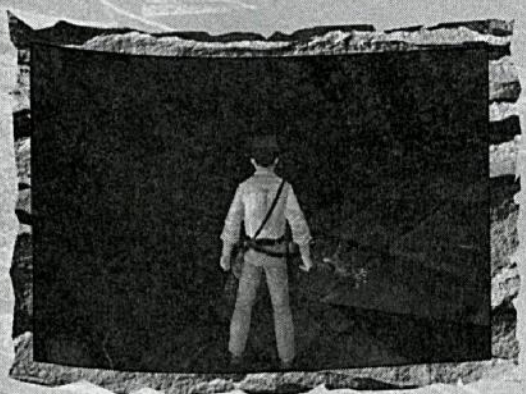


This block opens a window to the outside. If you push it out, you'll see Russians approaching the pyramids. You can put off their arrival until much later by avoiding such windows, however.

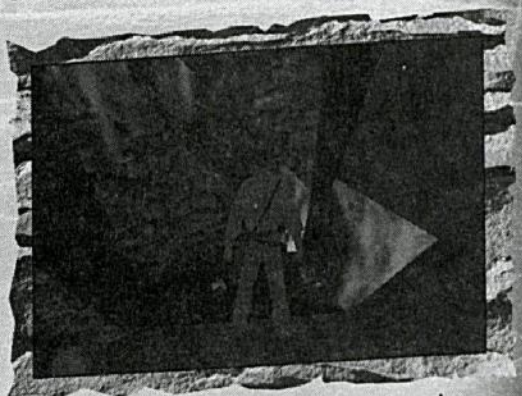
Climb to the crypt's roof, and then leap atop the other crypt.



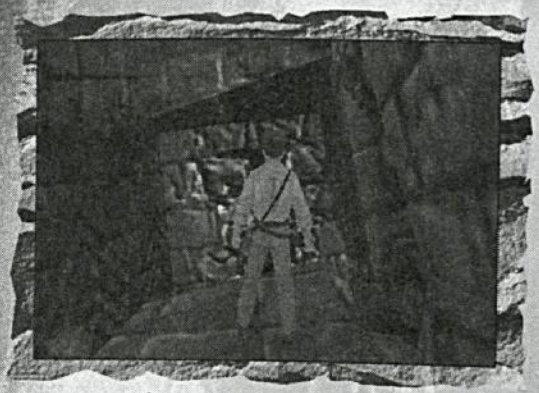
From the other roof, turn right from this position to jump up and catch the edge of the hole above; climb up from there.



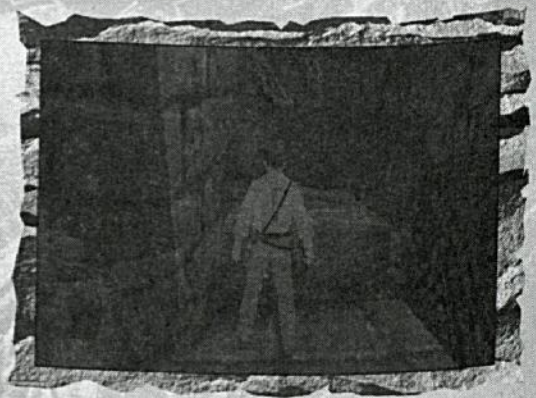
Somewhere along here, this spider scampers forward from an alcove ahead. Just shoot it.



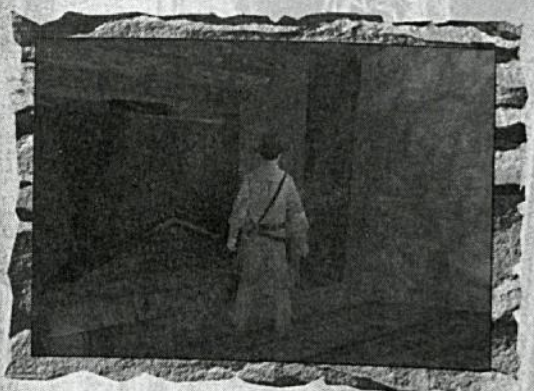
You'll find another treasure in the alcove.



Here's another wall for Urgon's Part, but when it opens, it doesn't create the usual large opening. You must do something else here.

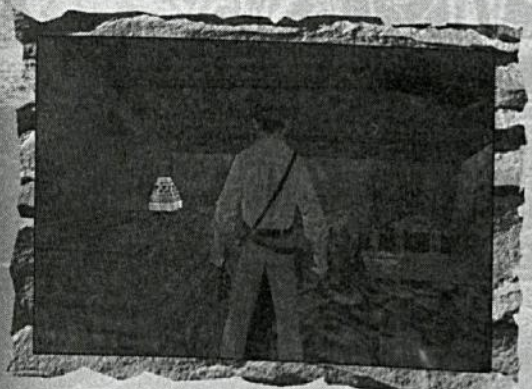


Turn Indy around and retrace your steps to the room with the two crypts.

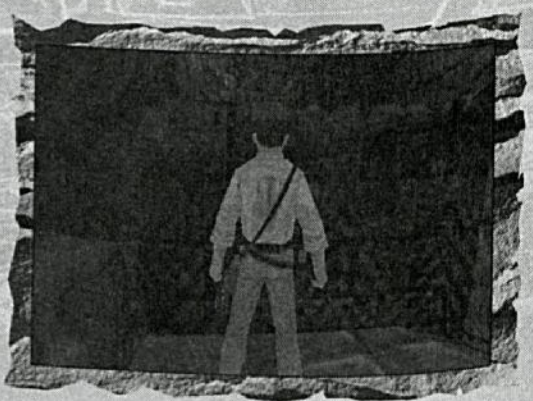


Urgon's Part dislodged a stone that broke through this chamber's ceiling into the crypt across the way.

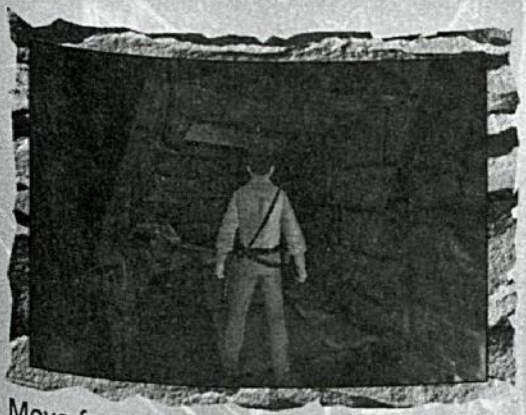
Perform a running jump to the other crypt, and then drop through the hole.



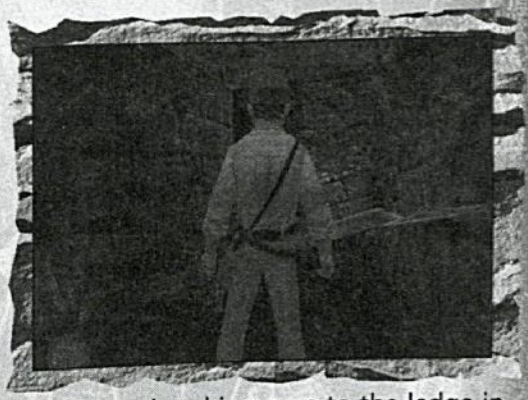
Inside, you'll find another treasure. Now push open the crypt door, climb to the roof of the other crypt, and from there return to where you blew open the wall crack.



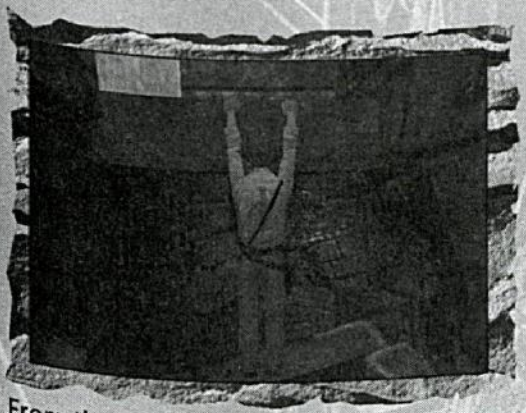
Climb the wall to the left of the crack.



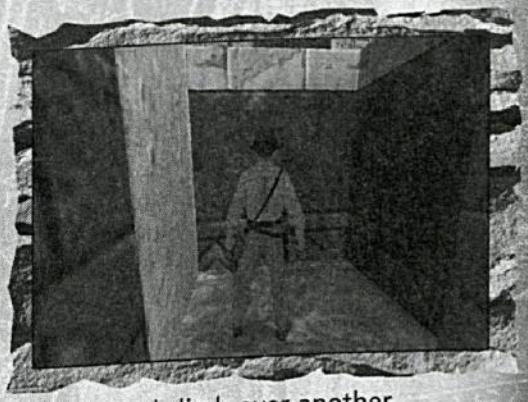
Move forward over the broken floor to the wall ahead.



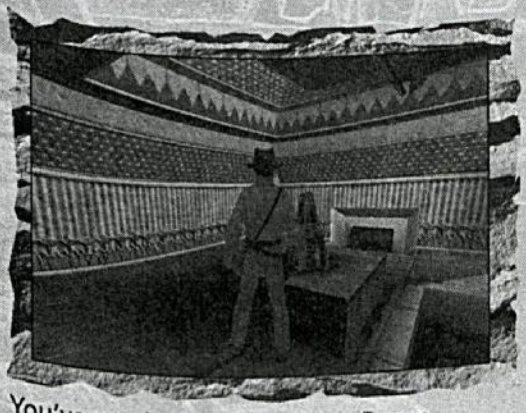
Turn around and jump up to the ledge in front of you.



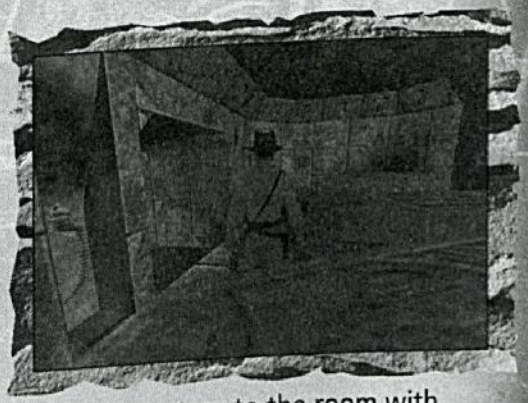
From there, climb to the floor above.



Jump to and climb over another ledge there.



You've reached another Lens Room. Again, use Indy's lighter to light the fire.



Retrace your steps to the room with several sarcophagi.

INDIANA JONES and the INFERNAL MACHINE

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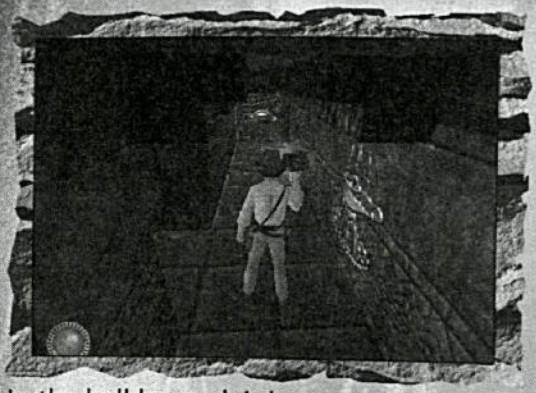
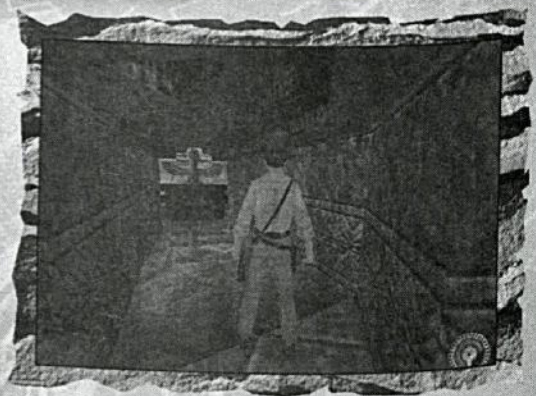
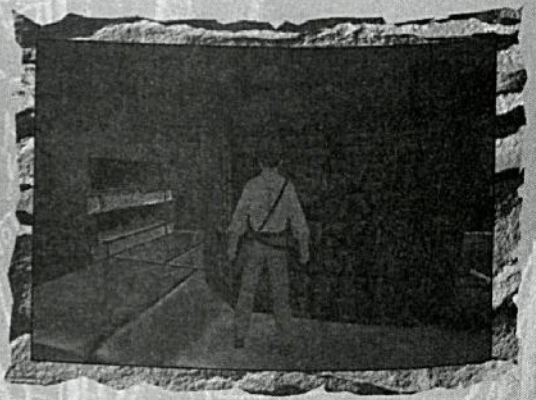


In the hall beyond, it becomes obvious you can go no farther as long as you're visible to the "eye" ahead. Pull out Taklit's Part to become invisible and get past the eye.



You face a series of small steps to a room at the end of the hall. Snakes lurk in there, so get out your gun here.

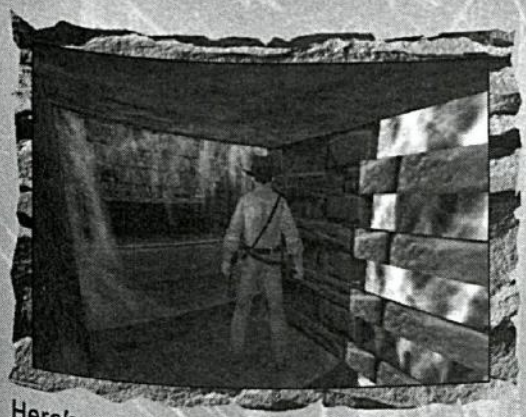
After killing all the snakes, walk around the central column to the back of the room.



Get Urgon's Part and blast open this crack, too.

Inside you'll spot another treasure.

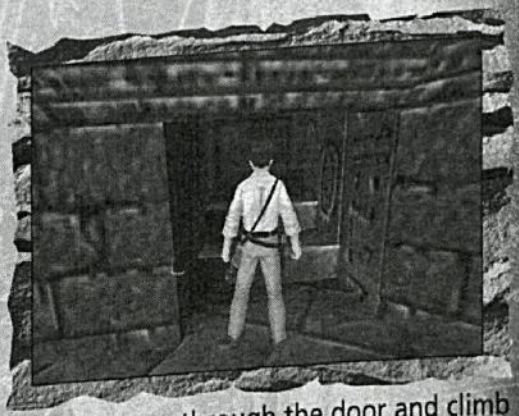
Using the racks of skeletons as a ladder, climb up.



Here's another webbed-over doorway: get out your gun.

Kill the spider.

Kill the spider at the bottom of the hole, too. With a little effort, you can do this without jumping down where it can hurt you.

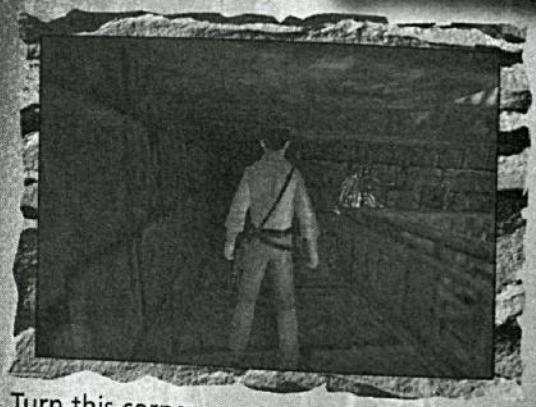


Exit this room through the door and climb the stairs.

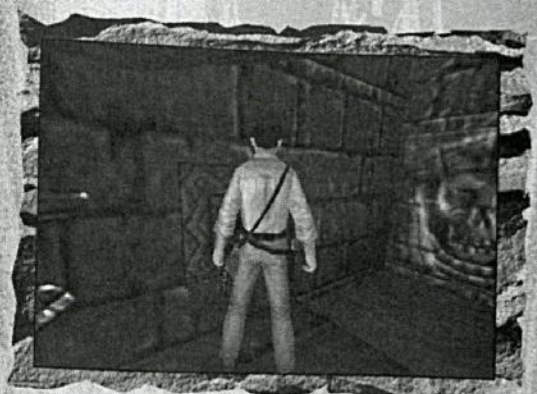
Round the corner and climb the next stairway...

...and the stairway around the next corner. (Kill the spider there, as well.)

INDIANA JONES and the INFERNAL MACHINE

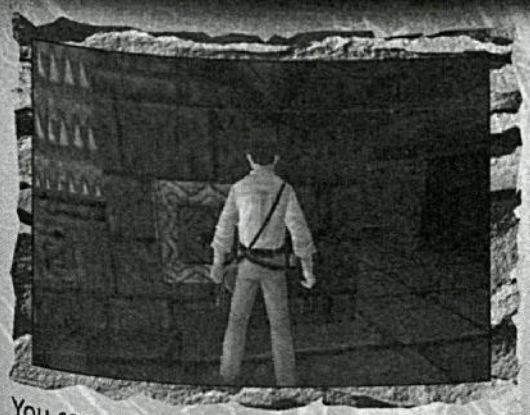


Turn this corner...

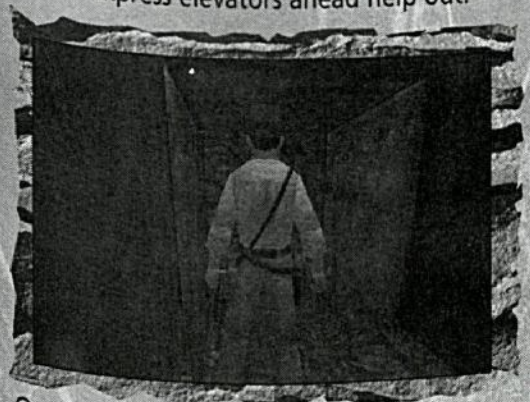


...to find another button. You want to jump to the ledge overhead, but the pit to your right prevents that. Pushing the button summons a platform to cover the pit, but the platform remains in place only briefly. When it folds down, it dumps Indy onto the spikes below. Save your game before you press the button. When the platform comes up, board quickly (get some distance out onto it so Indy can jump properly), turn around, and jump for the ledge.

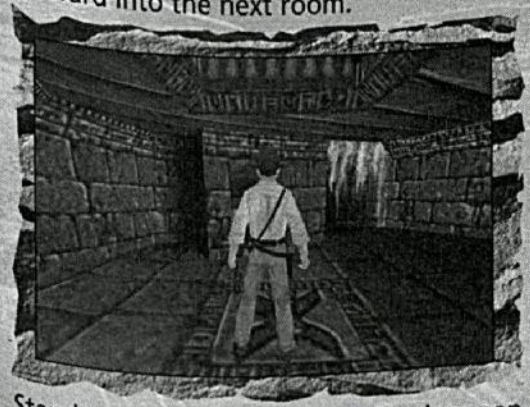
It's an easy walk down this hall.



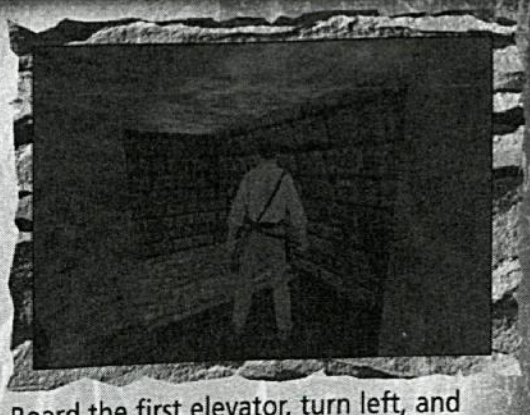
You come to another button. This timing puzzle is less dangerous than the last, but save here, anyway, to avoid frustration. Push the button to open the cover over the angel square in the room where you shot the spider in the hole. Now you must make your way back to that room before the cover closes. The express elevators ahead help out.



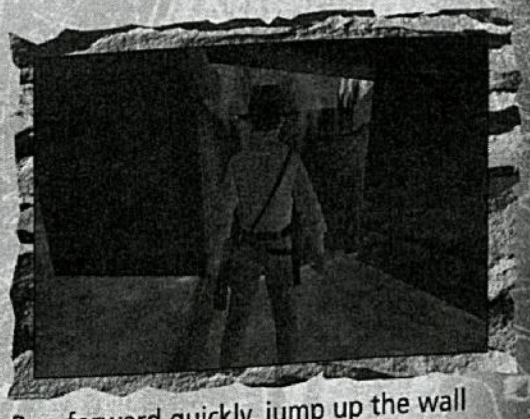
On the second elevator, keep facing the same direction, and be ready to jump forward into the next room.



Stand on the angel square under the open shaft and use Azerim's Part to levitate to the top.

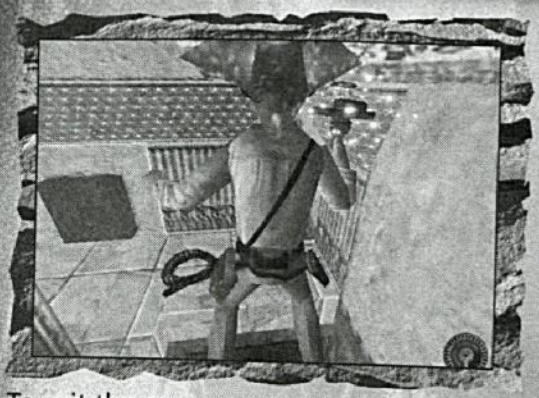


Board the first elevator, turn left, and jump forward to the second elevator.



Run forward quickly, jump up the wall ahead, and climb over the edge.

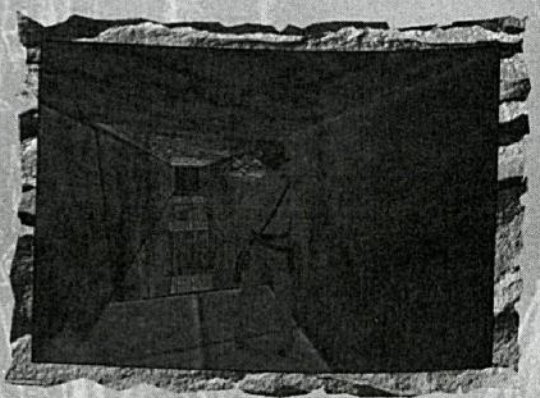
You arrive in another Lens Room, so light another fire.



To exit the room, use Azerim's Part to float to the bottom of the shaft.

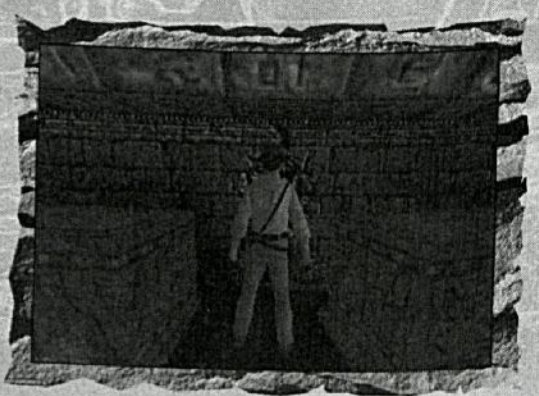
Retrace your steps to where you shimmied across the pit.

Climb down the rack of skeletons...



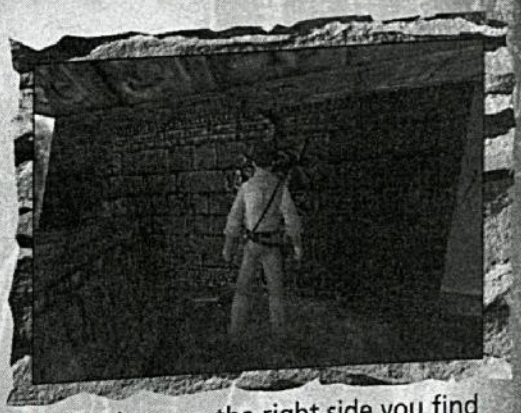
...to return to the shimmy pit.

Jump back to the other side and enter the room where you killed two spiders earlier.

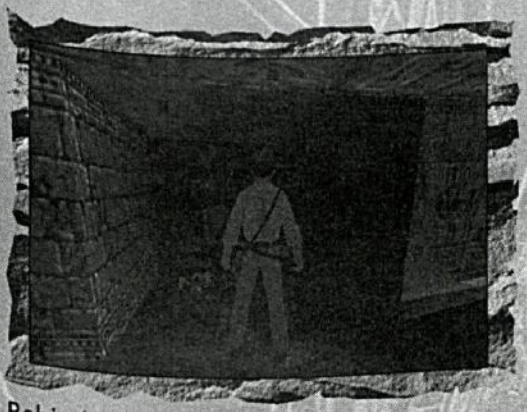


Open the Urgon crack on the left side of the room.

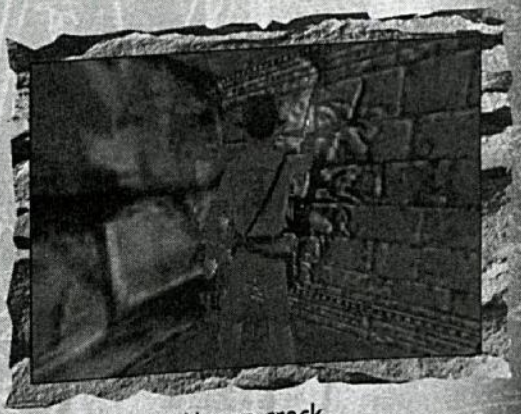
Pick up the treasure.



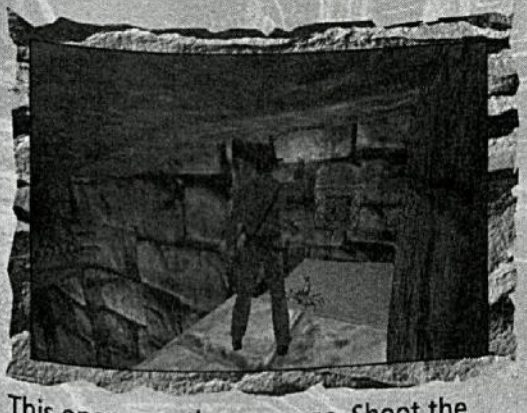
Farther along on the right side you find another Urgon crack.



Behind it is a medicinal plant...

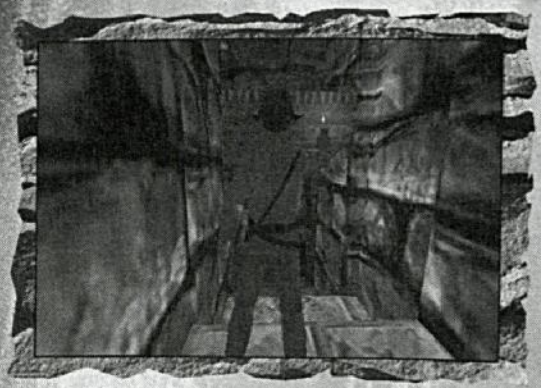


...and another Urgon crack.

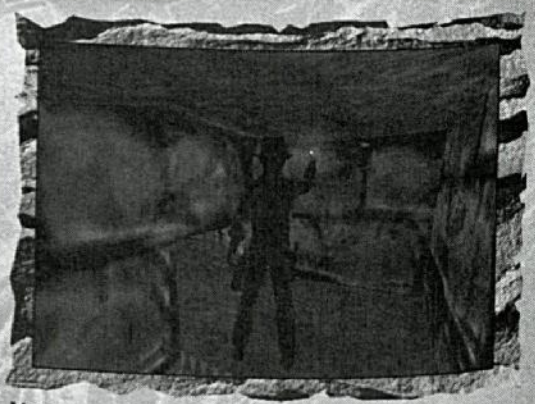


This opens another passage. Shoot the scorpion there, first. In the passage beyond sits another block that will open a window and bring on the Russians—and you don't want that yet. Take the first passage on the left, instead.

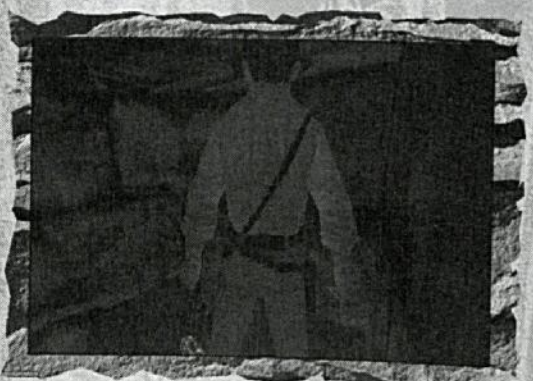
Step down once from here.



From this step, take a running jump to the ledge beyond.

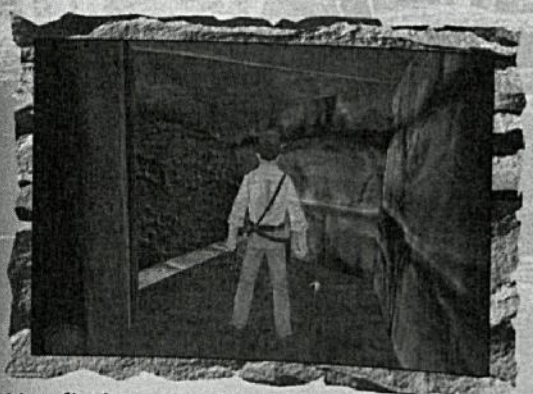


Now crawl through the little hole on the left.

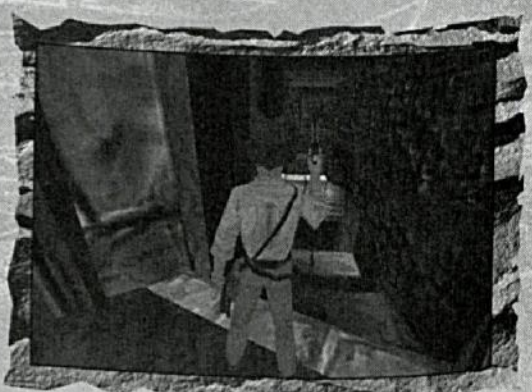


You find another treasure. Crawl back out and jump to the step you stood on originally.

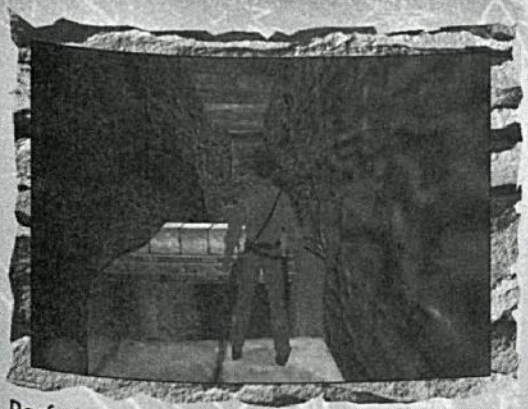
Travel down the passage to the open area at the end.



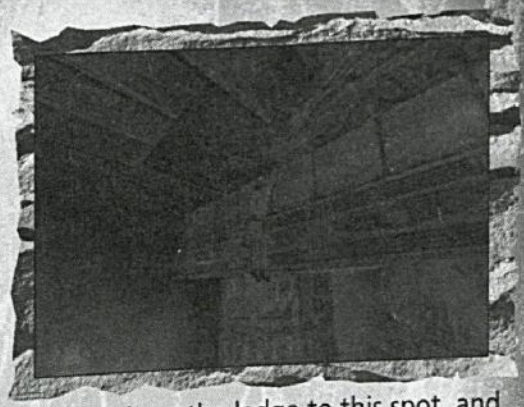
You find another healing herb.



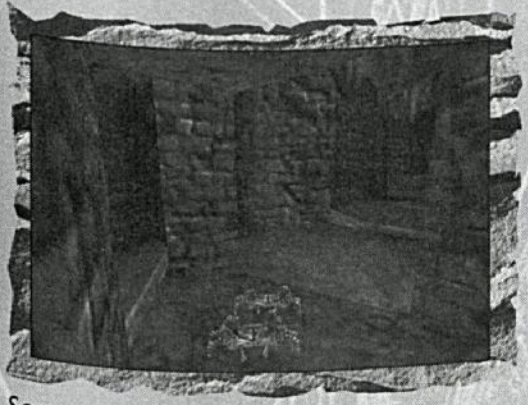
There's no danger here; just walk Indy to the edge of the drop.



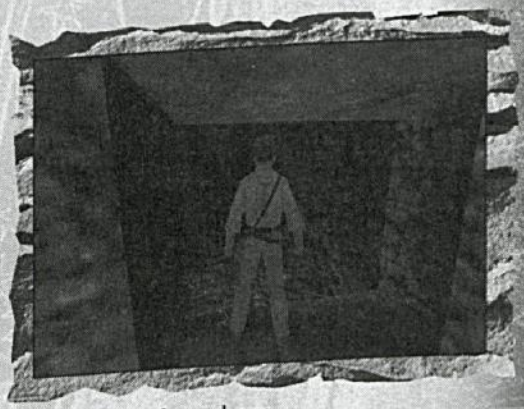
Perform a running jump from here to the ledge beyond. It's not easy, so you may want to save.



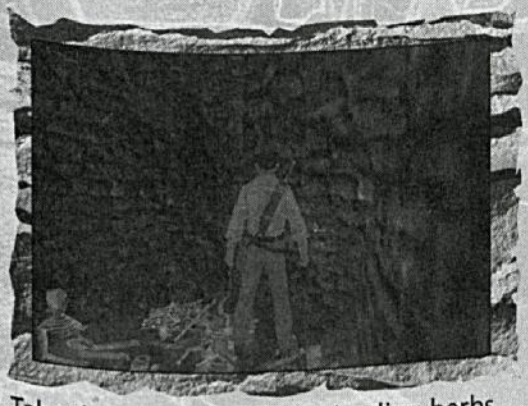
Shimmy along the ledge to this spot, and then climb up.



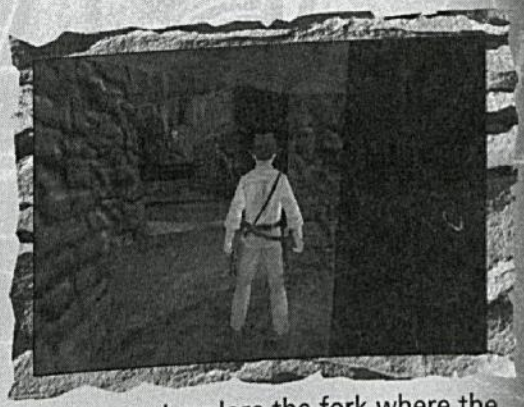
Some spiders show up here from the right-hand fork, but after you've killed them, take Indy to the left.



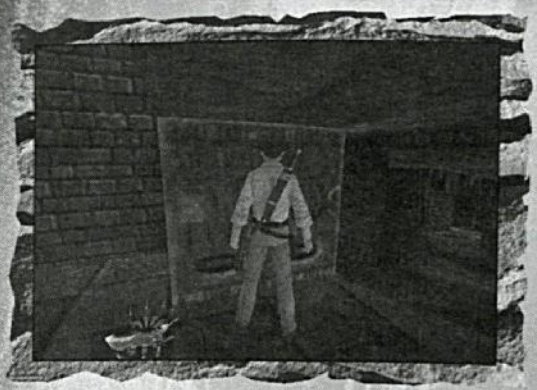
Jump down from here.



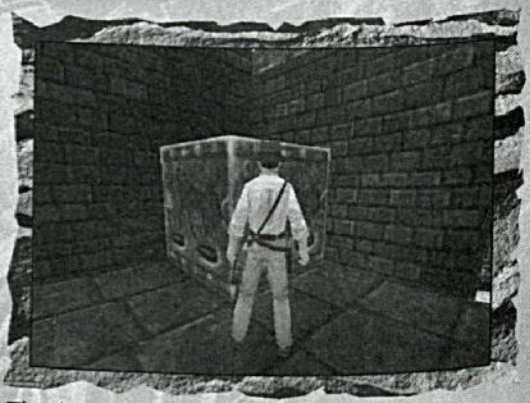
Take the treasure and two healing herbs from among the skeletons here.



Climb up and explore the fork where the spiders came from. A spider spawning ground lies at the end, so be prepared to kill several before you get there.



You must pull back this block, but not in this direction. First move around to its left face and pull that way. Then push it from the other side until it's against the wall.

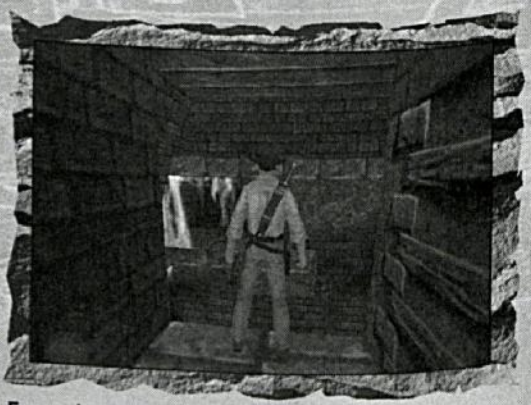


The block should look like this.

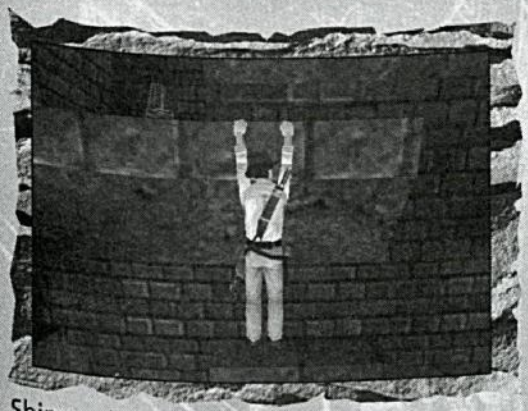
From atop the block, jump to the ledge across the room.

Kill another spider...

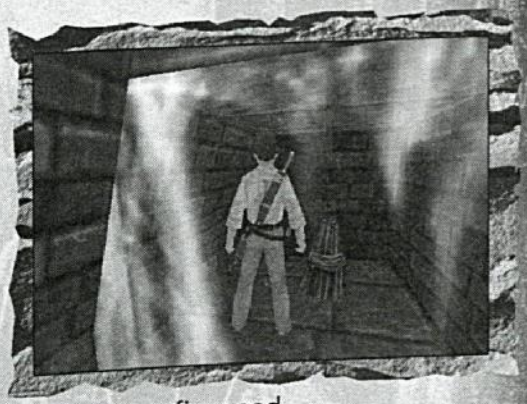
...and climb the ladder.



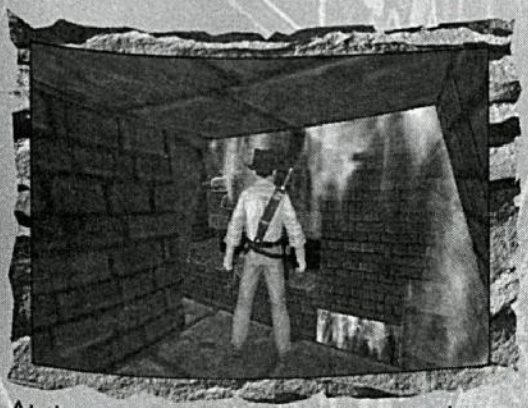
From here, perform a running jump to land on the top ledge on the opposite wall. Then drop to the ledge below.



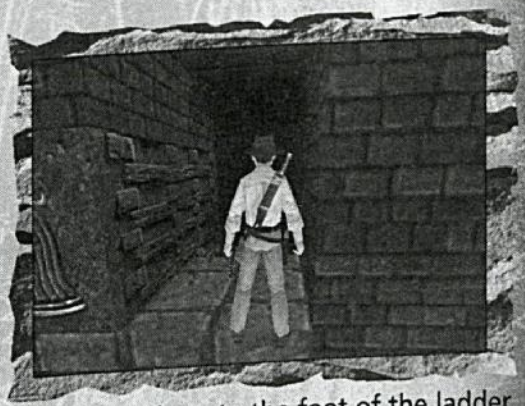
Shimmy left and climb up.



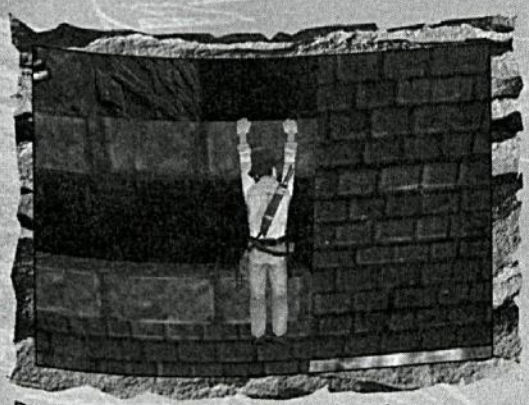
Pick up some firewood.



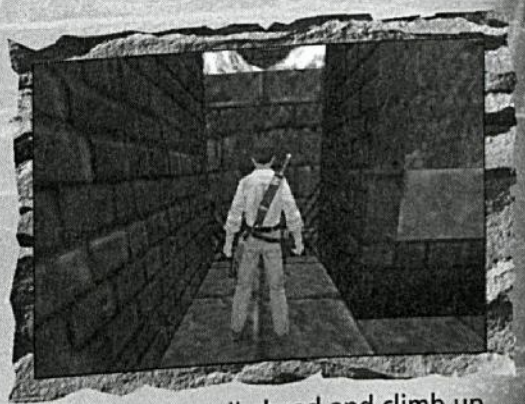
At the edge, turn around and drop down to the block.



Jump from there to the foot of the ladder, and then climb the ladder back to this room. At this edge, turn like this and drop down.

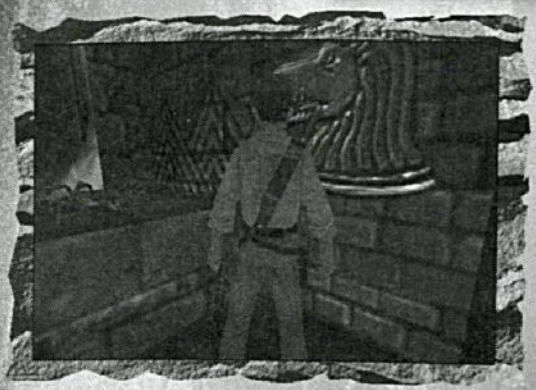


Drop to the ledge below, and then shimmy left to the end. Climb up.

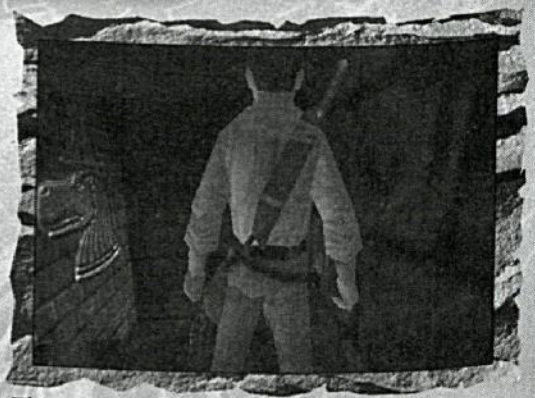


Proceed to the wall ahead and climb up.

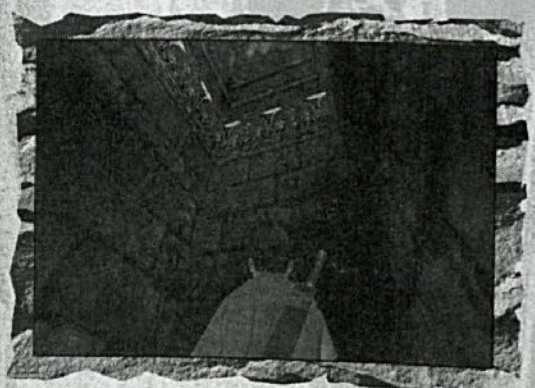
INDIANA JONES and the INFERNAL MACHINE



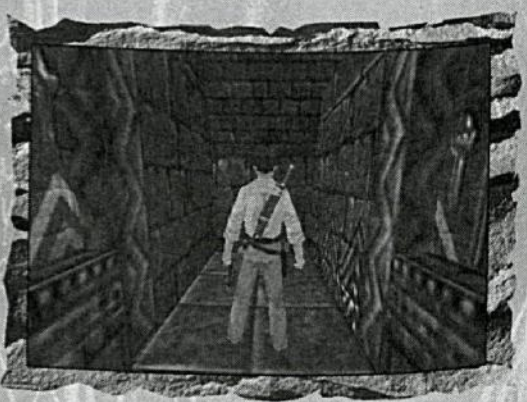
Kill another spider.



This seems to be a dead end; look up.

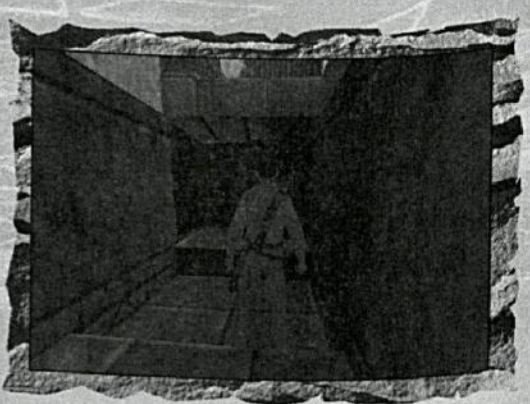


There's something you can whip.



Jump to the ledge on the right.

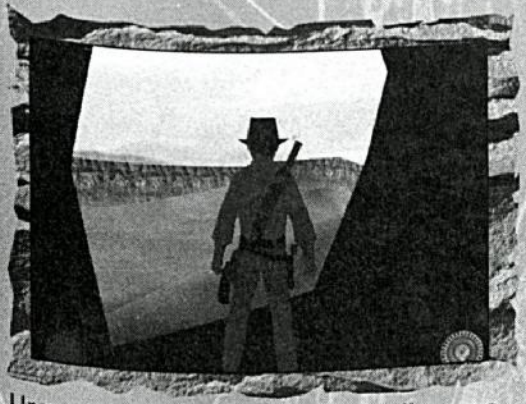
Move ahead.



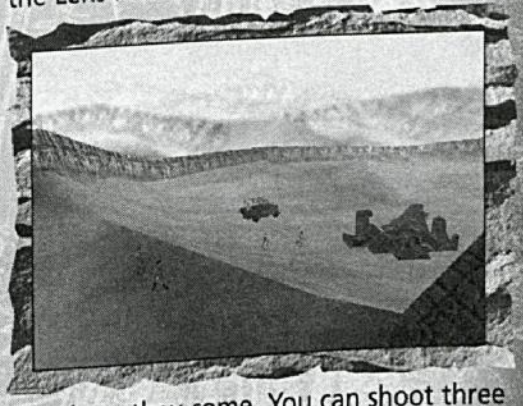
Jump up to the ledge ahead.

You've reached the final Lens Room, and this time *you* must supply the firewood you light. Fortunately, you brought some.

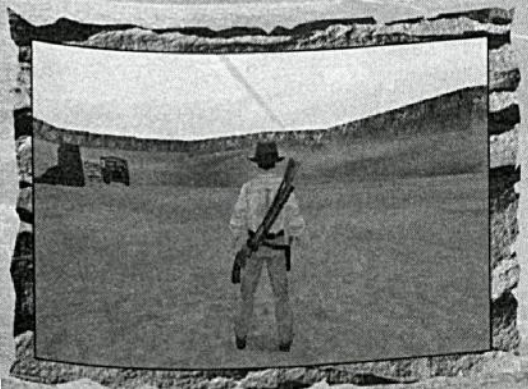
After lighting the fire, leave the Lens Room to discover this Urgon crack under the ledge from which you jumped into the Lens Room.



Urgon's Part does its work, revealing one of those windows to the outside that brings on the Russians. There's no avoiding them now, so take out your rifle before you look out.

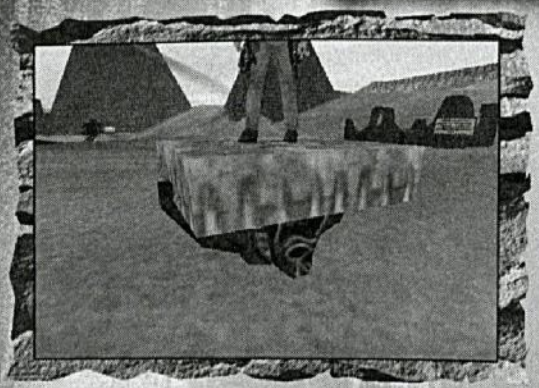


Yep, here they come. You can shoot three of them from the window you formed. They'll be throwing grenades, but you should be able to pick them off safely with the rifle. Next, rifle in hand, sneak around the far side of the pyramid and kill them off before they pinpoint your range. You should get them with one shot, and keeping the rifle out gives you the range advantage.



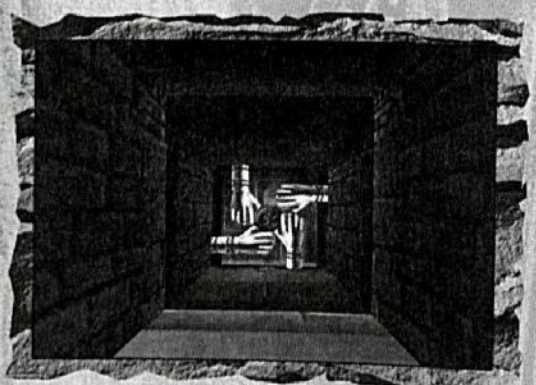
Once you're reasonably sure you've removed the Reds from the area, you want to find out where those beams from the Lens Rooms struck the desert floor. This is difficult: the beams are invisible until you're almost lined up with them. The purple one lies back in the hills, to the right of where the Soviets parked their jeep.

INDIANA JONES and the INFERNAL MACHINE

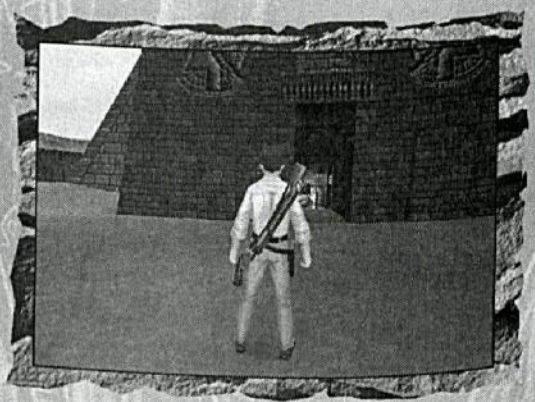


Stand where the beam falls: something happens underfoot.

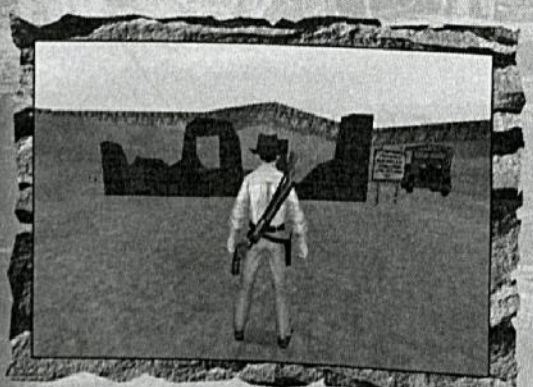
A jackal statue ascends, but one eye socket is empty. Luckily, Indy has a Crystal Eye in his inventory. Place it in the socket: the jackal swings around and returns the beam.



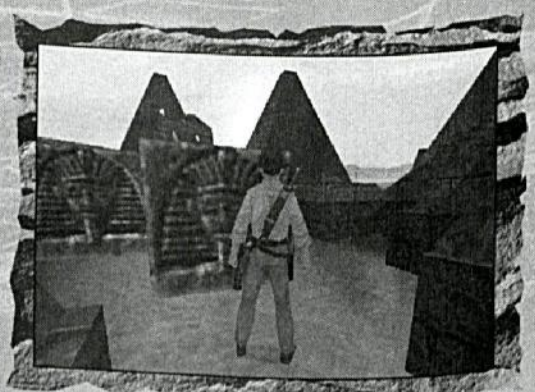
This draws back one of the barriers over this door. Remove the eye from the statue.



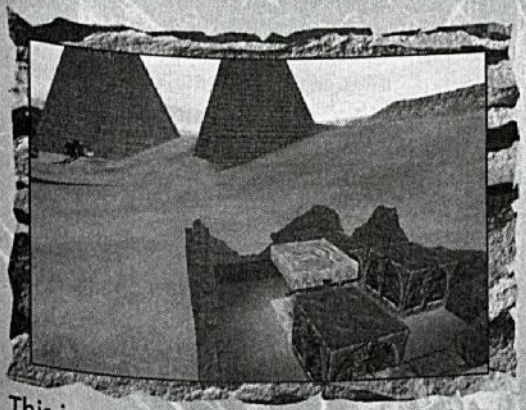
The door lies in this pyramid.



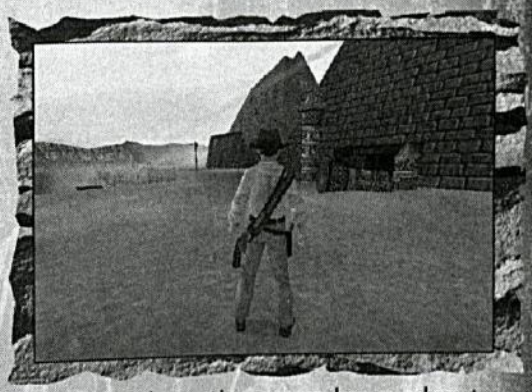
The yellow beam falls on the ruins ahead.



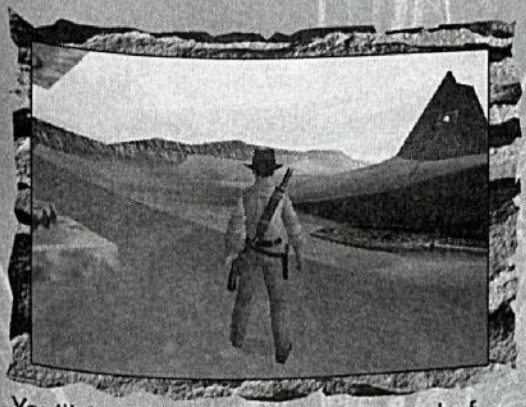
Move these blocks around until the beam hits the symbol on the desert floor and raises the statue.



This is one way to configure the blocks. Again, place the Crystal Eye in the statue, and take it out after the statue does its work.



You can pick up the green beam about here. Follow the same procedure with this statue.

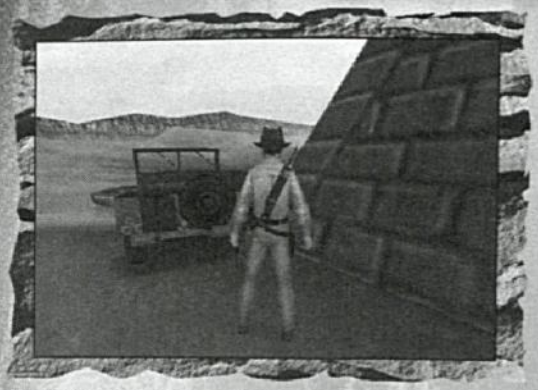


You'll find the last statue at the end of the beam bouncing off this pool.

When you've removed the last barrier, the door swings open.

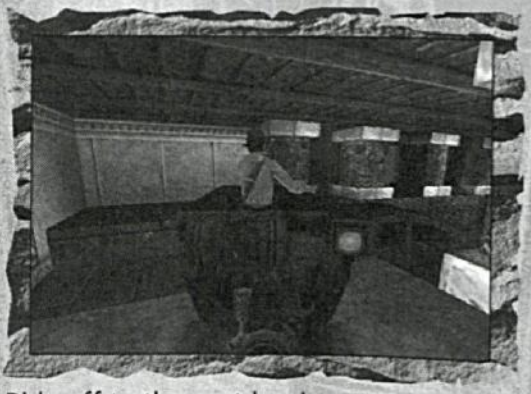
Enter the newly opened pyramid to find an abandoned mine car. It needs a wheel, and Indy has one. Before you can get the mine car moving, though, you must put some gas in the engine.

INDIANA JONES and the INFERNAL MACHINE



Retrieve a gas can from your Jeep.

Use the gas in the motor, and then climb in.

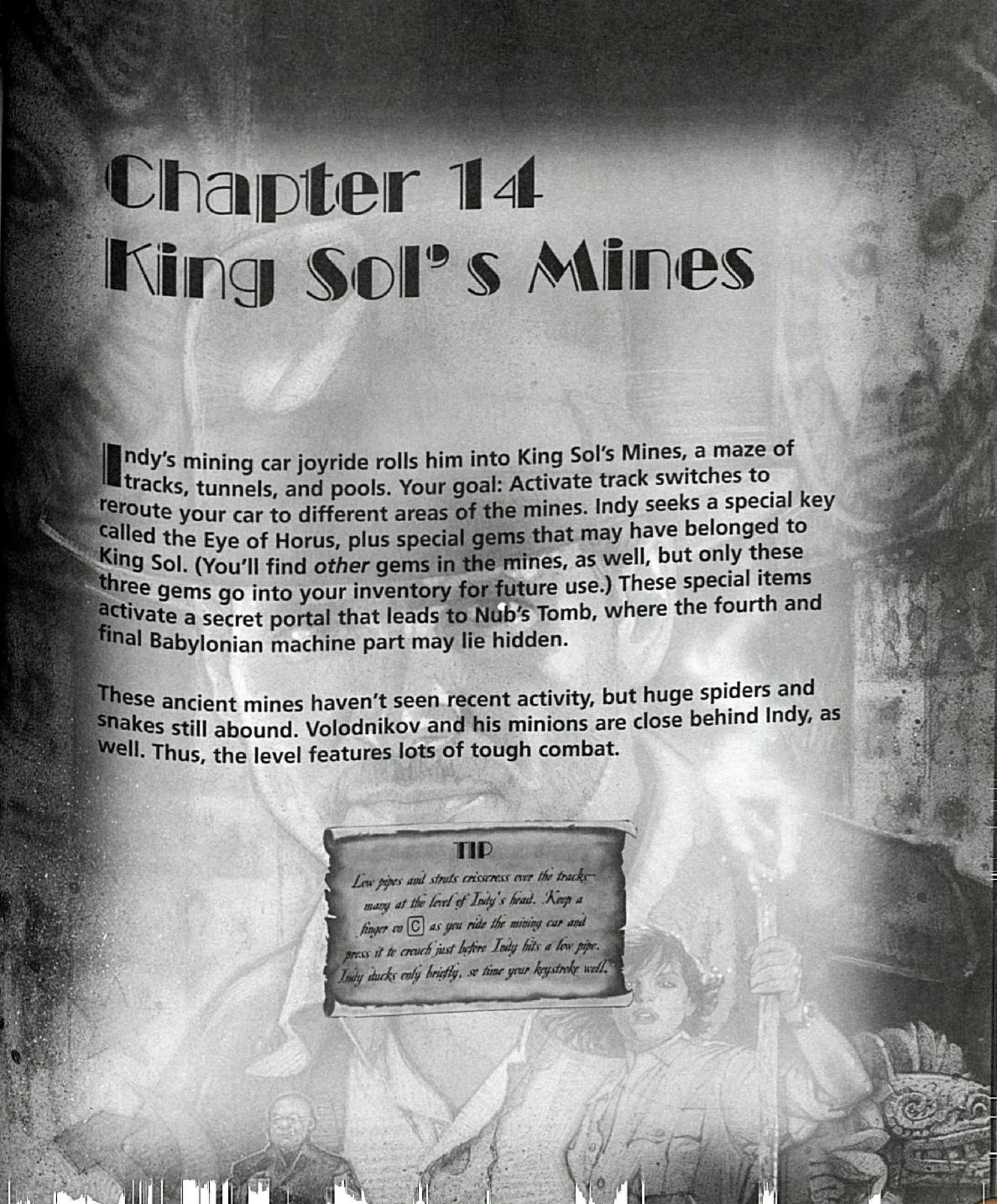


Ride off to the next level.

Chapter 14
King Sol's Mines

Indy's mining car joyride rolls him into King Sol's Mines, a maze of tracks, tunnels, and pools. Your goal: Activate track switches to reroute your car to different areas of the mines. Indy seeks a special key called the Eye of Horus, plus special gems that may have belonged to King Sol. (You'll find *other* gems in the mines, as well, but only these three gems go into your inventory for future use.) These special items activate a secret portal that leads to Nub's Tomb, where the fourth and final Babylonian machine part may lie hidden.

These ancient mines haven't seen recent activity, but huge spiders and snakes still abound. Volodnikov and his minions are close behind Indy, as well. Thus, the level features lots of tough combat.



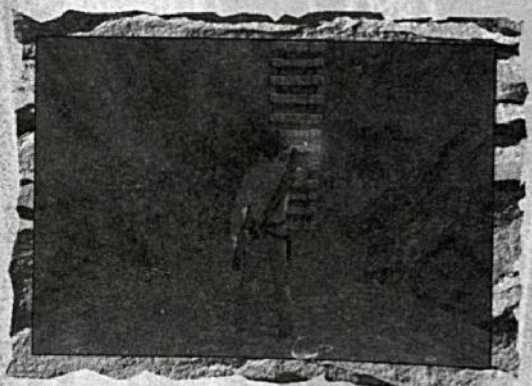
TIP

Low pipes and struts crisscross over the tracks—many at the level of Indy's head. Keep a finger on C *as you ride the mining car and press it to crouch just before Indy hits a low pipe. Indy ducks only briefly, so time your keystroke well.*

KING SOLOMON'S MINES

ENEMIES

Snakes
Spiders
Russians



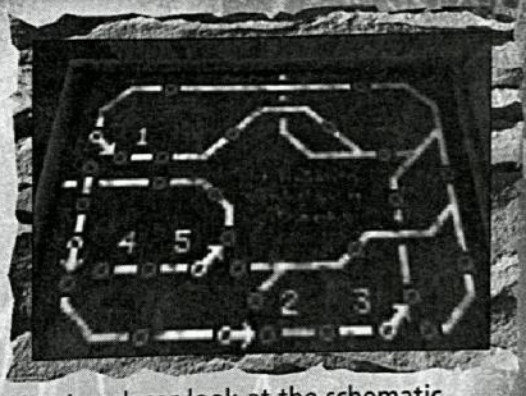
STEP BY STEP

Indy hits the mines at full speed. Ride through the first door. You enter a chamber with a wooden switch-house (seen here). Hit ↓ to stop; then press Control to exit the mining car.

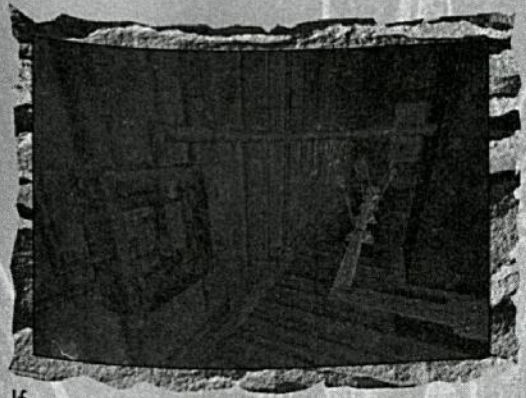
NOTE

This opening visit to the switch-house isn't strictly required, but it's a logical first step. It gives you a map of the mines, and serves as the hub for much of your travel in this level.

Climb the stairs, open the switch house door, and enter. As Indy points out, this is the control room for "Horner's little railroad." The five numbered levers control corresponding track switches out in the mining tunnels, shown on the schematic board to the left of the levers.



Here's a closer look at the schematic board. It gives a nice, simple map of the mining car tracks.



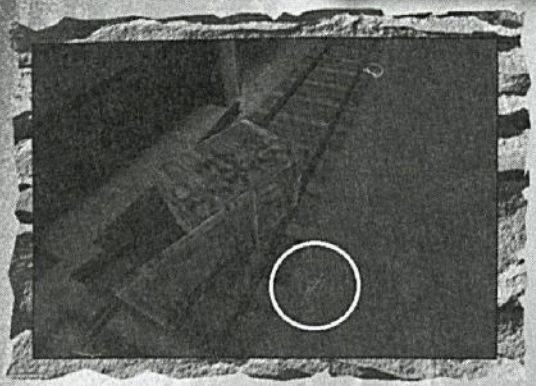
If you try to pull a lever, Indy points out that he needs power. Walk behind the schematic board to find this fuse box. If you try to use it, Indy notes the fuse is blown.

Before going to find a fuse, nab the Trauma Kit from the work table. Take a peek at that photo of the good-lookin' kid, too.

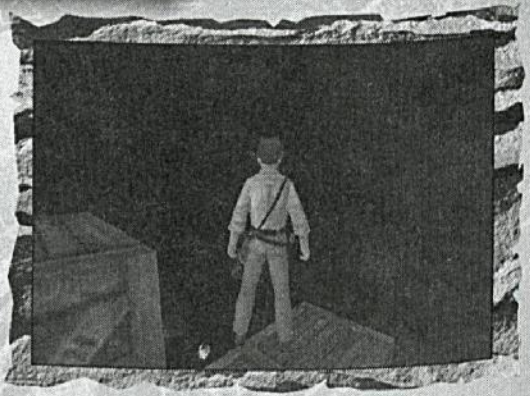
Return to the mining car. (To hop aboard, approach from the side and hit C.) Drive forward through the door into the next chamber, where crates sit on a platform and a minicar bearing a small box sits on the next track.

INDIANA JONES and the INFERNAL MACHINE

KING SOLOMON'S MINES

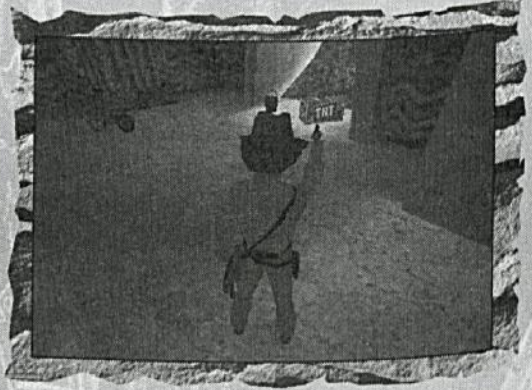


Open the small box on the minicar. Guess what falls out? A pristine 50-amp fuse! Grab it.

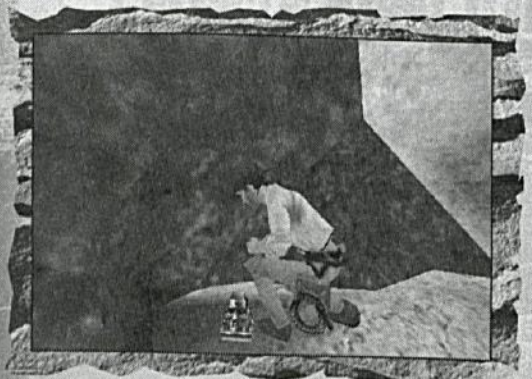


Climb onto the platform holding the crates. Turn right and look behind the crates to find a lovely blue gem.

Hop off the platform and go through this beautiful Egyptian entryway.



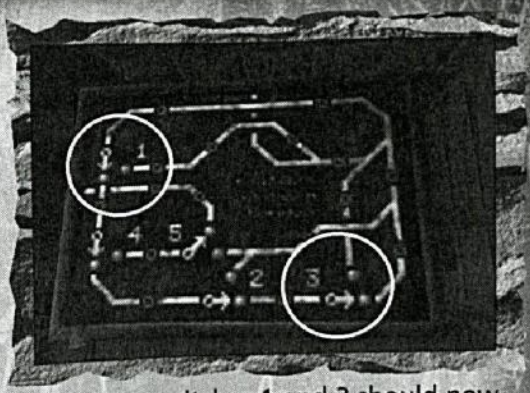
Turn left and follow the passage to the chamber with a box of TNT. Shoot the TNT from the doorway to avoid injury.



The explosion uncovers a lovely silver idol for your personal collection. Return to the mining car and ride through the next set of doors. The tracks curve back into the chamber with the switch house.

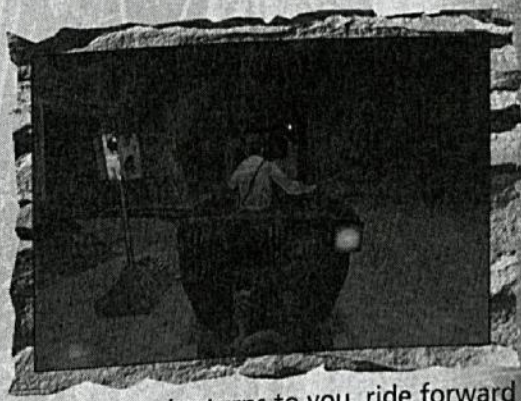
Stop the car and enter the switch house. Put the 50-amp fuse in the fuse box to power up the switch controls. (Indy gets a real shock, but it's worth it.)

Now you can pull switch levers. Start by pulling levers 1 and 3. Why? Because Indiana Jones says so, is why. And while you're at it, try lever 4. It won't budge, because switch 4 is stuck.

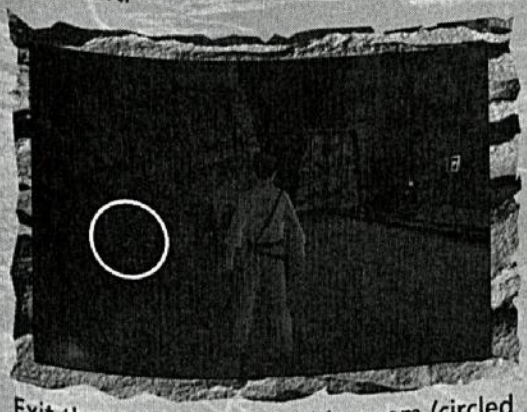


Here's how switches 1 and 3 should now look on the big board. Basically, you've routed all mining car traffic onto the big outer circle.

Return to the mining car and ride through the next door. View this cutscene of Volodnikov and his goons entering the mineshaft.



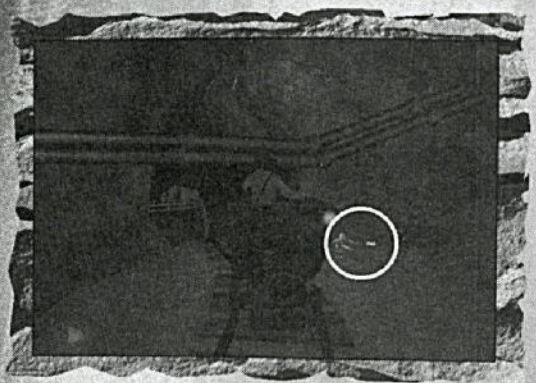
When control returns to you, ride forward past switch 1, through two doors, and then stop here at switch 4. While you're here, examine switch 4—that is, walk up to it and press C to "use" the switch. Indy says, "This switch won't work without some grease."



Exit the car and find the blue gem (circled here) hidden behind the tilted column. Then get back aboard and ride ahead.

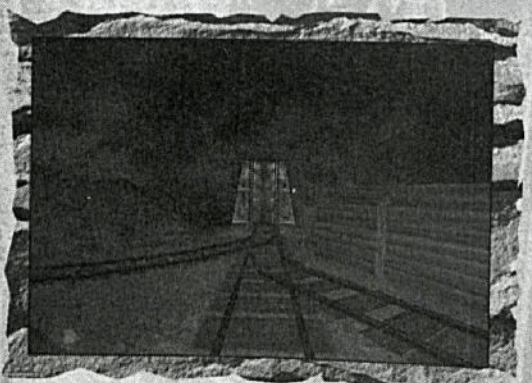
INDIANA JONES and the INFERNAL MACHINE

KING SOLOMON'S MINES

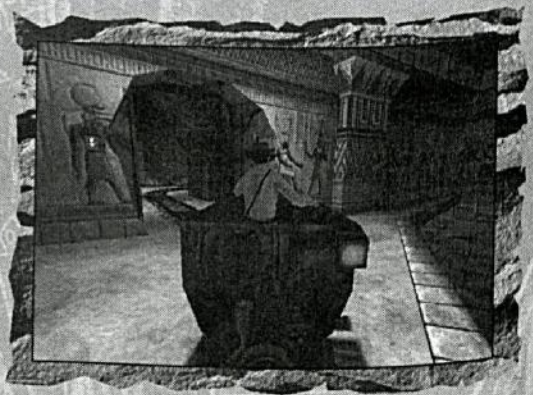


Watch out for those low pipes! Remember, hit C to duck under them. Also, look for the First Aid Kit (circled here) next to a skeleton on the right-hand side of the tracks.

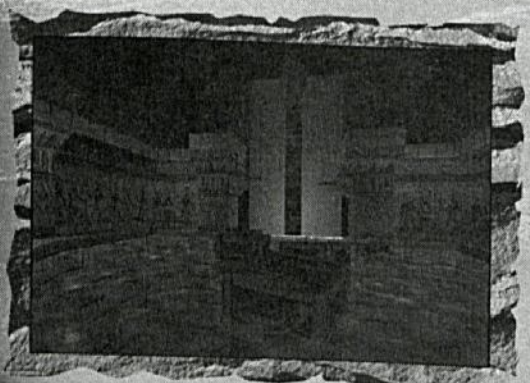
Stop at switch 2 and get out. Find the green gem (circled here) on the tunnel floor, not far from the switch. Then climb back into the car and continue your ride.



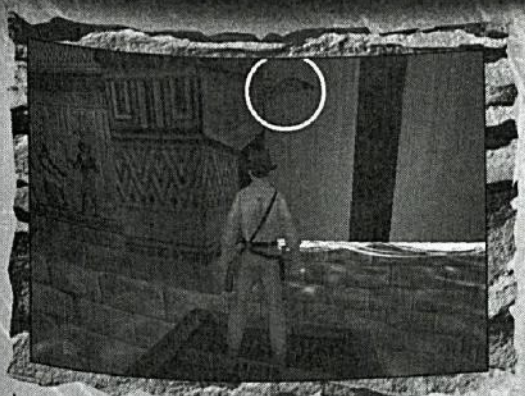
Drive through two more doors and continue a short distance past switch 3. Slow down when you reach this spot where three tracks converge.



Drive slowly toward the door and stop. Now put the car in reverse gear (press Z) to back up the side track to the right. Continue in reverse until you back through this door...



...into a stunning room with a pool and twin waterfalls. Exit the mining car. See those crates floating in the water? Your next goal is to hop across them toward the waterfall on the left.

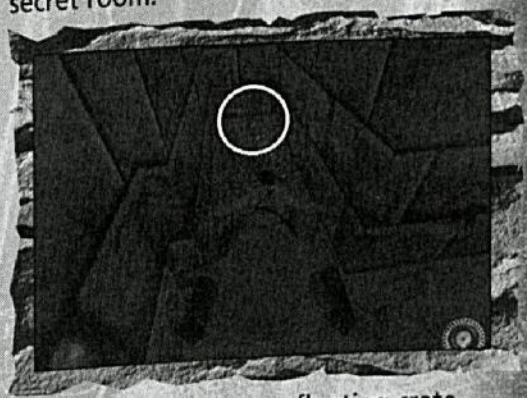


Jump carefully. You can't crawl onto the crates from the water; if you fall in, you must start over from the edge. When you reach this final crate, look up to find the bird-head statue (circled here) jutting from the wall. Looks like a nice whip target, doesn't it?

There you find the Eye of Horus—or, as Indy calls it, "a strange key." Take it, go back to the entrance, and whip-swing through the waterfall again.

Surface to fill your lungs with air; then submerge again and swim through the round opening.

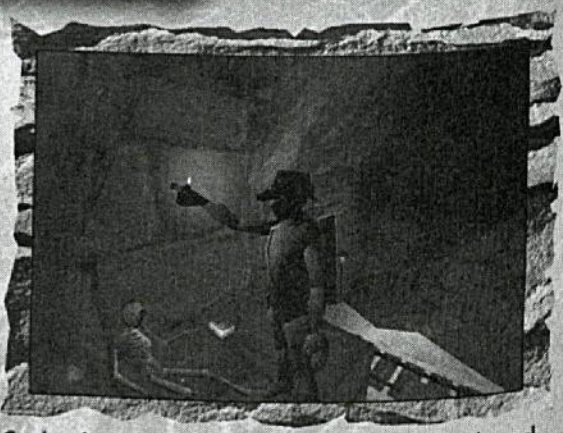
Whip-swing through the waterfall to a secret room.



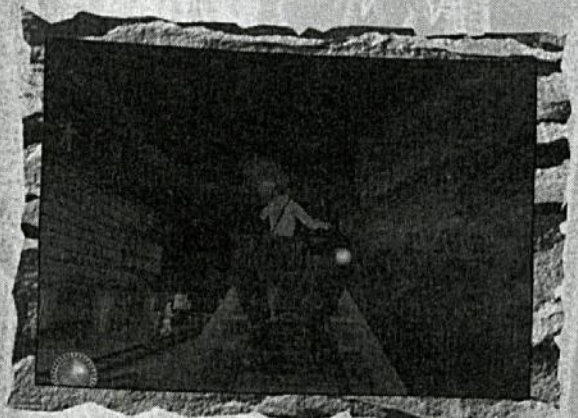
Indy ends up back on a floating crate. Hop into the water and swim down, and then toward the waterfalls. Turn right and swim down the short passage to find the red gem (circled here).

At the first underwater intersection, nab the green gem (circled here) in the grated alcove to your left. (Note that underwater, this gem looks bluish from a distance.) Then turn and swim through the passage next to the grated alcove.

Don't panic! Soon you reach three stone blocks on the bottom of the water tunnel. Swim straight up to emerge into air and a small room lined with ornate coffins. Take the golden idol from the pedestal in the center of the room.



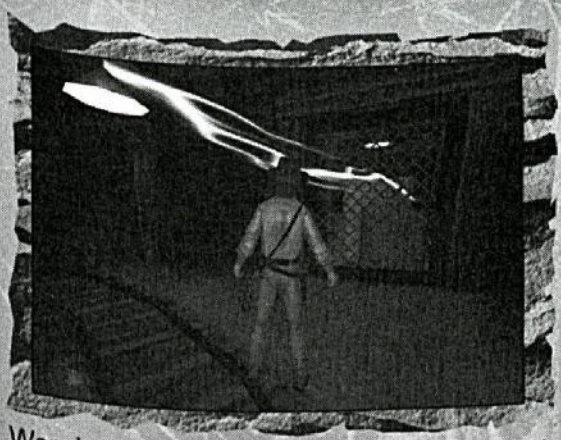
Swim back through the water tunnel and exit the waterfall pool. Walk out the mine door and climb the stone blocks at right to find this fellow guarding an Anti-venom Kit. He doesn't think he needs it anymore.



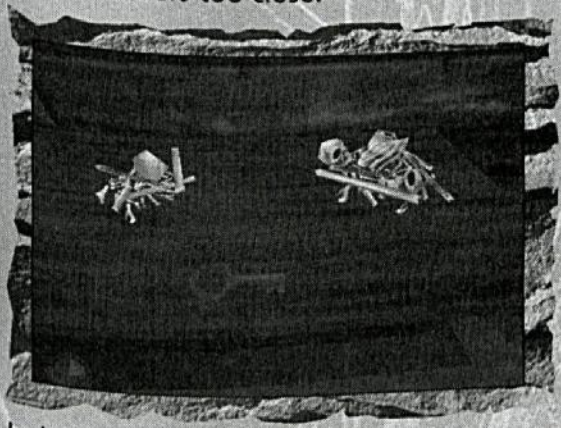
Return to the mining car and go forward through the next doors to trigger a wild chase scene. Indy ends up following a Soviet machine-gunner in another mining car. Despite the danger, Indy follows this car past the (Communist-filled) switch house.

Ahead, two unsuspecting guards unload crates of TNT in a supply area. Suddenly, their comrades in the mining car whip past and toss a grenade.

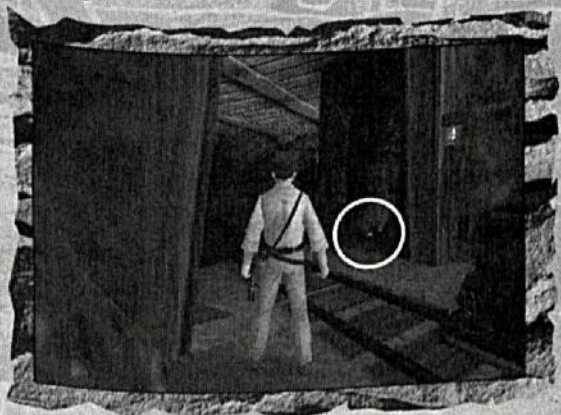
Fortunately, Indy stops his car in time to avoid serious damage. (The explosion blows a hole in the grate around the supply room.) Quickly! Hop out of the car and open fire on your Russian tormentors.



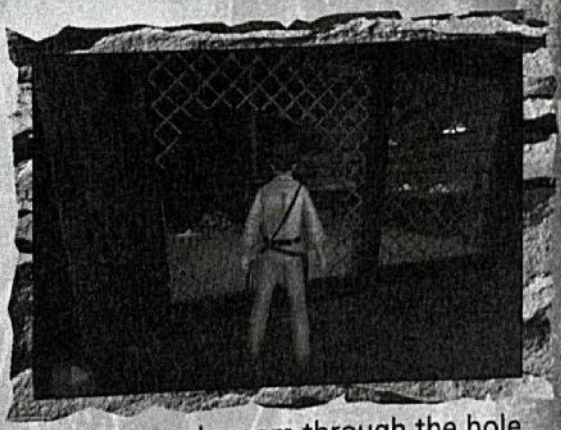
Warning! Watch out for the light fixtures' electrical discharge. It can be painful if Jones wanders too close.



Indy finds some fascinating bone piles on the table, but the only useful item is that brass key. Take it and hop back in the mining car.

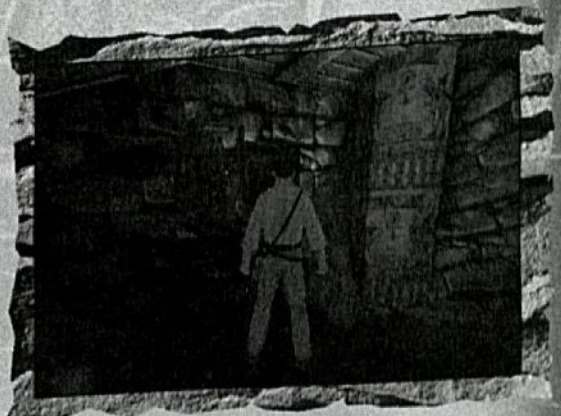


Walk back down the tracks in the direction you came from. Just through the door on the right you'll find a First Aid Kit.



Enter the supply room through the hole the TNT explosion blew in the grating.

Ride until you reach switch 1, then disembark.



Continue down the tracks, walking carefully over the elevated section until you go through the next opening ahead.

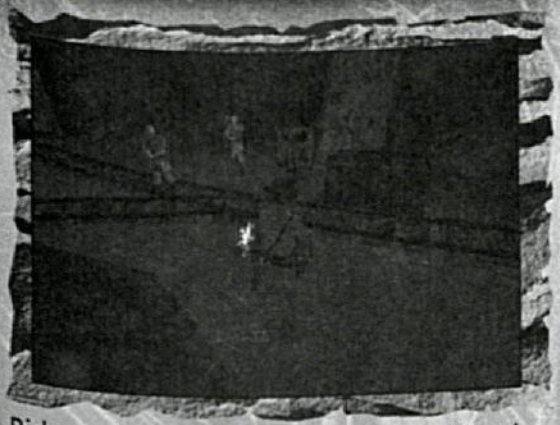
A ravine down and to the left of the track contains two snakes and a blue gem. Kill the snakes and pick up the gem. Then return to the mining car.

Start driving. Beware of roving Russians and low pipes. Shortly after passing switch 2, Indy has this close encounter with a bazooka shell that mangles the track behind him.

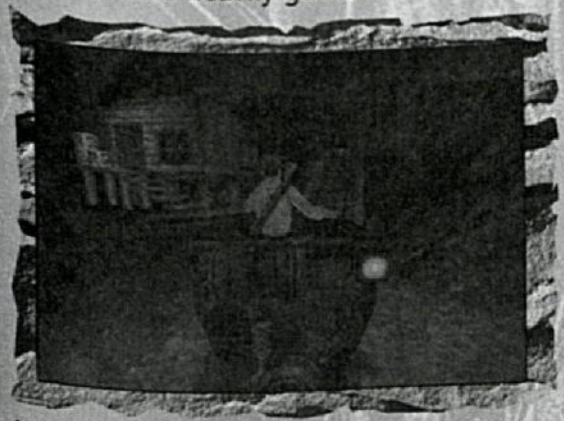
Stop in the next chamber. Three Soviet thugs guard a small supply depot atop that hill to the left. Take them out, but be careful—one carries a bunch of grenades he tosses indiscriminately. (He may even kill his own comrades with errant throws.)

Once Indy secures the area, he can grab goodies here—a Trauma Kit and a satchel charge. Too bad that supply door is locked.

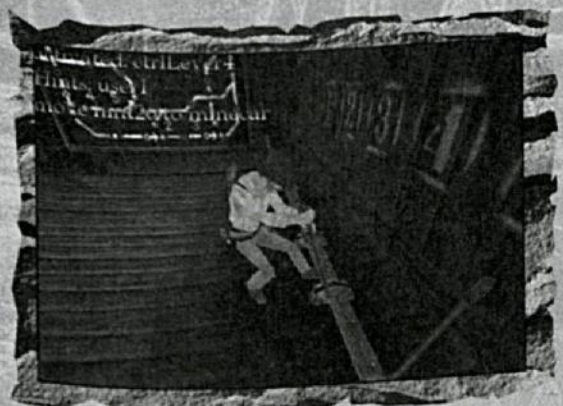
Wait, you have a key—a *brass* key, no less. Use it to unlock the door, and then nab the big prize—an oil can! Remember Indy's earlier comments about switch 4? Return to the mining car.



Ride to switch 4. Get ready to rumble; the switch area is heavily guarded now.

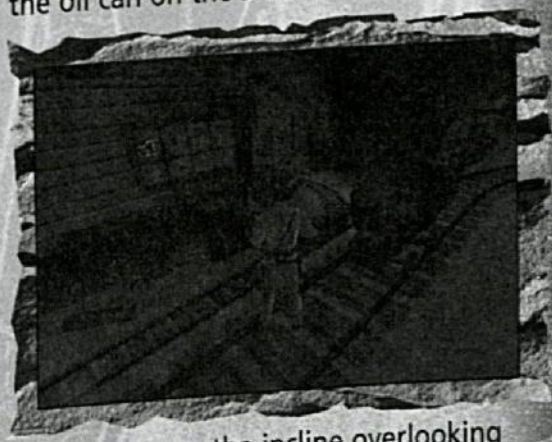


Now ride back to the switch house, ready for serious combat. Two soldiers patrol outside the house, and one big lug with a submachine gun is posted inside.



After mopping up the Soviet menace, enter the switch house, go to the switch controls, and pull lever 4.

After you thin out the Stalinist ranks, use the oil can on the switch.

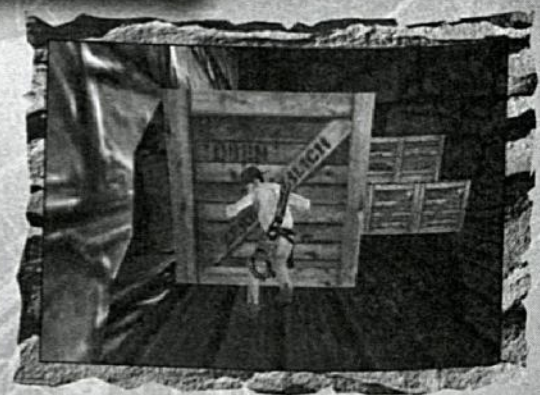


Ride the car up the incline overlooking the switch house, and use your combat rifle. You have a better shot at the rooftop grenade-thrower, and you can shoot through the windows to pick off the big guy inside the switch house.

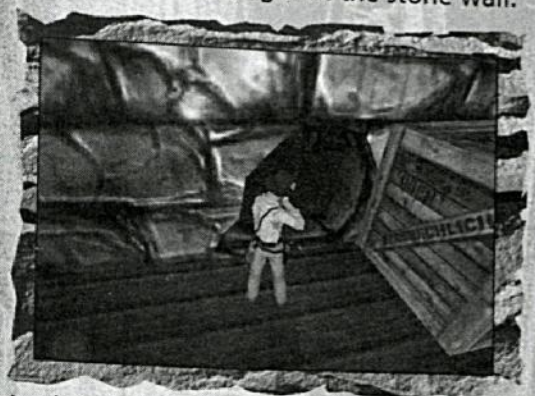
Watch the cutscene as the Commie car runs onto the newly switched track. Oops. Afterward, Indy wisely decides to pull switch 5, too. (You'll make no more switch changes in this level.)

KING SOLOMON'S MINES

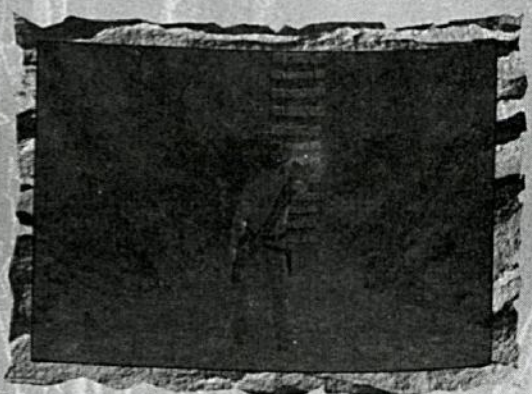
Ride the mining car past switches 4 and 5 to this deserted room full of track bundles and crates on platforms. Climb to that big crate (circled here) against the stone wall.



Push the crate to reveal a hidden entrance.

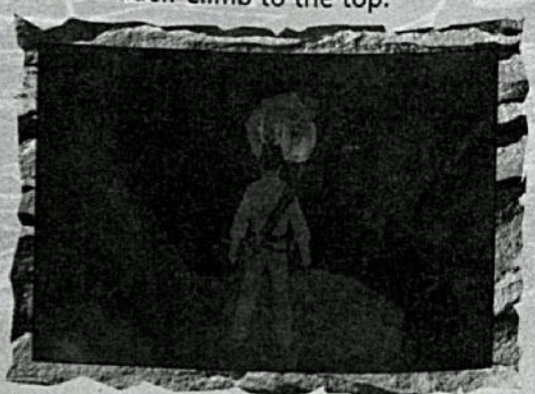


Look inside. Those barrels are highly explosive: why not blow them up? Stand just outside the entrance for protection. Then shoot the barrels with any gun.

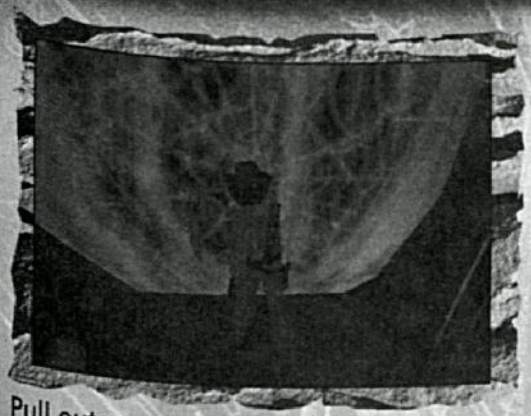


The explosion blasts an opening in the wall within. Inside, you find an Anti-venom Kit and a spider. You also find a crude ladder. Climb to the top.

Time to jump. Take a running leap to that small platform across the gap. (Remember to save your game before and after tough leaps like this.)

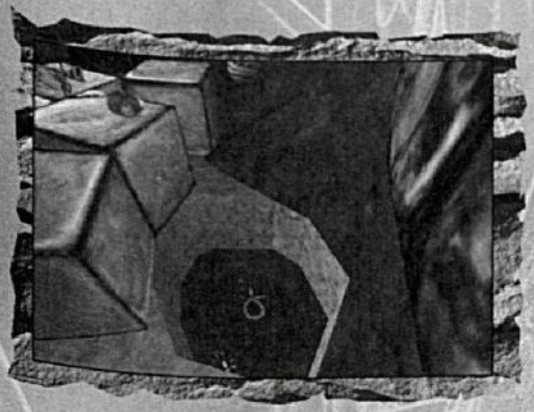


Next, take another running leap to that ledge straight ahead.



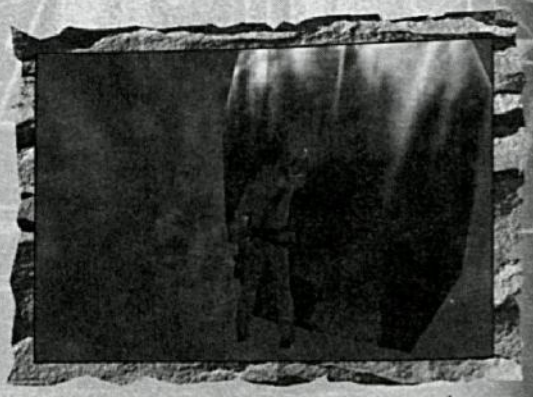
Pull out your machete and hack through the thick spider web just beyond the platform. Angry spiders wait on the other side of the web, so be ready with a weapon.

Ahead lies a gorgeous red gem—the first of three King Solomon's gems you need in this level. But Indy senses a trap—that skeleton near the gem is a dead giveaway, so to speak. Say, what's that hissing sound?

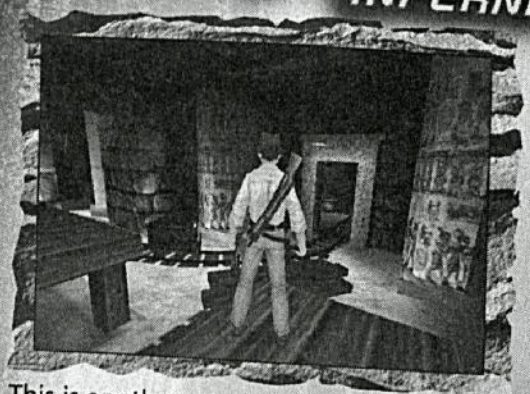


Look in the hole behind the gem. A snake pit! Gosh, Indy sure wouldn't want to end up in there. But here's the irony: removing the red gem triggers the collapse of the ceiling. No matter where you run, or how fast, ceiling blocks will crush Indy—*unless* he jumps into the snake pit.

Take the gem and run forward into the snake pit. Immediately draw your gun and start shooting at anything that slithers. When the snakes are dead, crawl through the low opening to escape the pit.

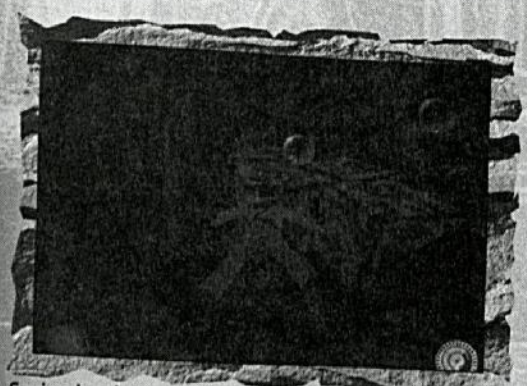


Follow the passage and hack through two more spider webs, killing spiders on the way. You end up here. Take a running jump across to the small platform. (This is the same one you hopped across on your way to King Sol's red gem.)

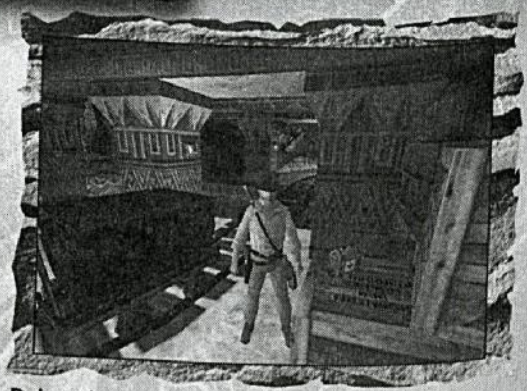


This is another good place to save your game. Turn left, hop to the ledge, and return to your mining car.

Jump in the water and swim through the underwater opening.

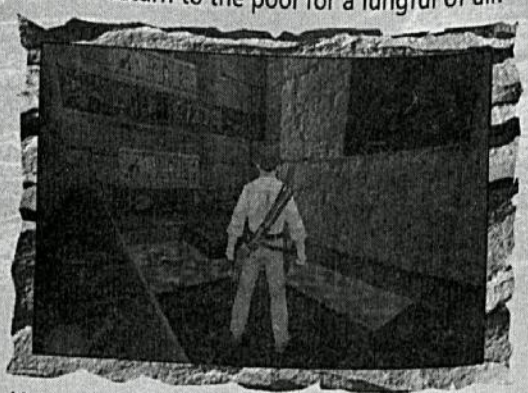


Swim back through the underwater opening and stroke down the long passage. As in the previous water passage, you'll find stone blocks on the bottom when you reach the end. Now swim up into the coffin-lined room.

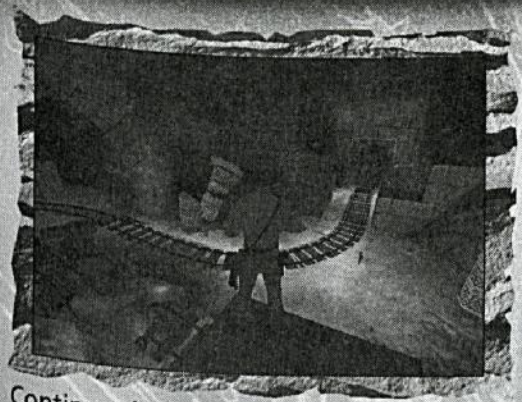


Drive through one door and continue a short distance to a room with a pool. Drive over the short bridge and stop on the far side of the water. Exit the car and grab the Trauma Kit from the nearby crate.

After you swim a short distance down the water tunnel, look to the right. A red gem! Grab it and check your air supply. You probably want to return to the pool for a lungful of air.

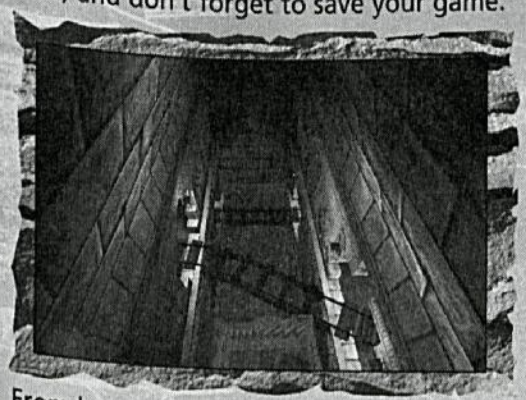


Hop over the water to the ledge shown here at the upper right. You can hear a Russian yelling nearby, so be ready to fight.



Continue climbing blocks until you emerge here, overlooking the wrecked track and Russian soldiers. A good tactic: toss down a few grenades.

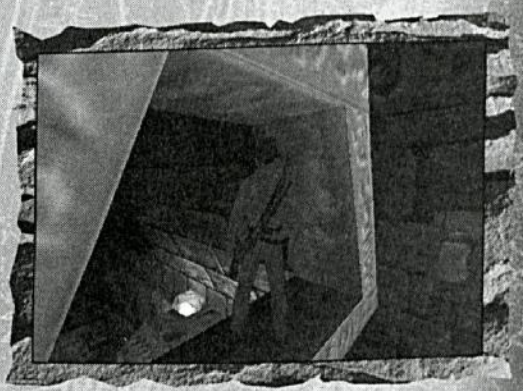
After the battle, turn right and hop across to this ledge. Continue to this overlook. From here, you must jump to the stone-block platform, and then across to that gold-edged portal at the upper left. Good luck, and don't forget to save your game.



From here you can dive down into the pool, swim to the side, and get back to your mining car.

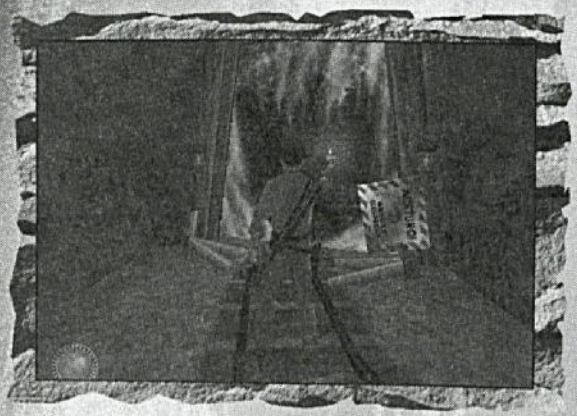
NOTE

Indy can jump down here, engage the bad guys from ground level, and then scoop up the spoils (including a bazooka and shells). Return by hopping into the small pool under the wrecked tracks and swimming through the water tunnel back to the coffin room.

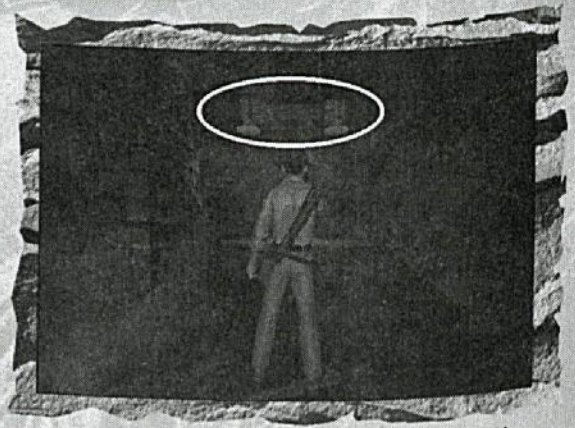


Ah, King Solomon's green gem. Grab it.

Ride the car to switch 5 and hop out. Again, Soviet soldiers roam the switch area, so gun them down. Then run up the tracks through the open tunnel on the left. Watch out for grenade-tossing Russians up ahead.



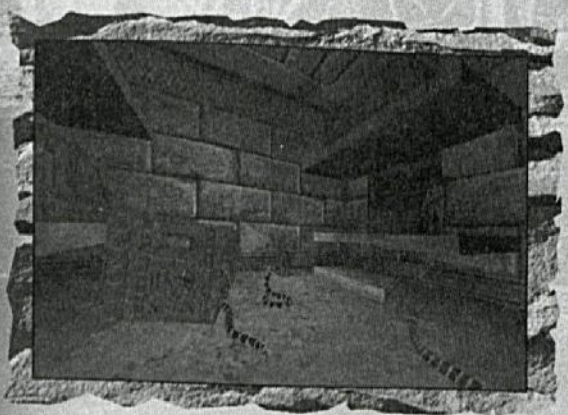
Follow the tracks to where the Russian car busted through this warning sign earlier and plunged into the abyss off the broken tracks.



Wield your whip where the tracks end. See the lightbar above the gap in the tracks?

Indy can use it to execute a crisp whip-swing to the far side. Continue down the tracks.

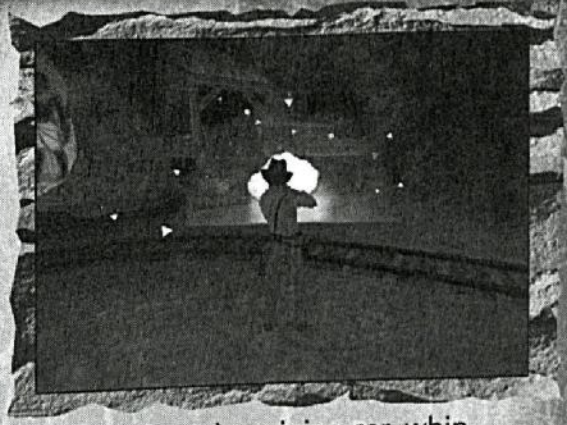
Just past the doors you'll find a section of cracked wall. Use Urgon's Part to shatter it.



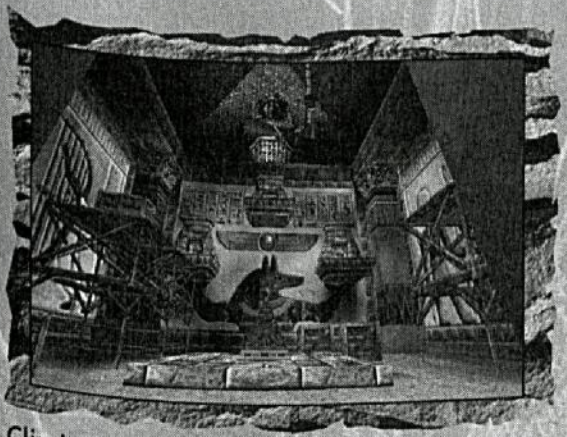
Indy steps through to find more coffins and a *lot* of snakes. Fortunately, one grenade can work wonders.

Proceed to King Sol's blue gem. A spike pit opens below just after you take the gem, so grab the jewel and do a quick backward roll to avoid a grisly demise. Or use the whip to grab the gem from a safe distance.

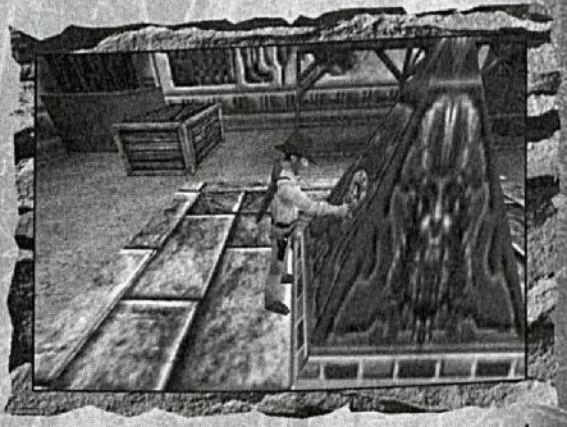
Exit through the hole, draw a weapon, and follow the tracks to the left. One last treasure—a green gem—lies near a skeleton at a boarded-up doorway. A spider drops to dispute ownership, but Indy's weapon should win this argument.



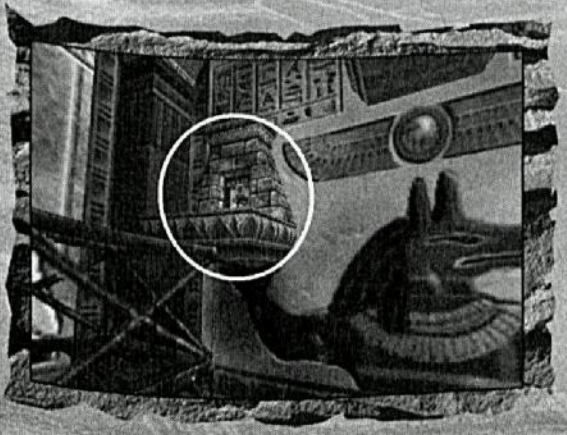
Now return to the mining car, whip-swinging across the track gap in the process. Return to this chamber, where you found the 50-amp fuse. Now, of course, it's crawling with Soviets. Fight hard.



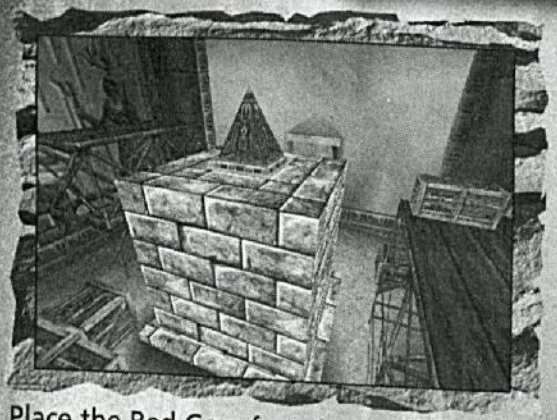
Climb the platform with all the crates, draw a gun, and follow the corridor. Two more Soviet soldiers prowl just ahead. Put them down and proceed into this spectacular shrine to Horus.



Place the Eye of Horus into the slot on the pyramid in the center of the room. The pyramid platform rises slightly.



Take a running leap to the scaffolding at left, and then climb to the "red" shrine platform.

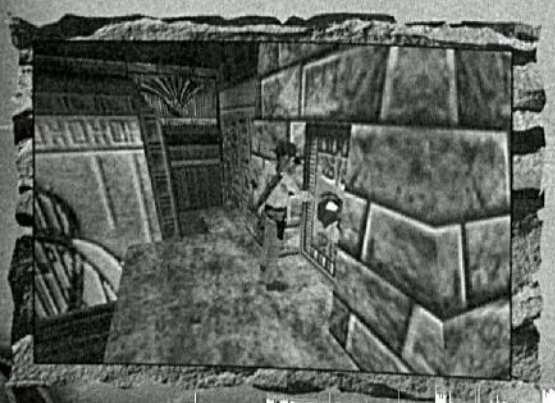


Place the Red Gem from inventory on the shrine. The pyramid platform rises again. Jump to it from the scaffolding, and then jump across to the scaffold on the far side of the room.

Jump from the scaffold to the "green" shrine platform. (It's a long leap.) Put the Green Gem from inventory onto the shrine. This activates the statue of King Nub above, which extends a blue glowing crystal. Where have you seen one of those before?

Back off of the green platform and drop to the crate below. Then walk over this "angel" square on the floor directly under the blue crystal and activate Azerim's Part from inventory.

Press Control to levitate, and then use ↑ to ascend to the "blue" shrine platform. Be sure you're slightly above the platform before you hit X to jump onto it. (If you're too low, Indy drops to his death.)



Place the Blue Gem from inventory on the shrine.

The central pyramid platform rises still farther, revealing an opening at the bottom. Use Azerim's Part to float back down to floor level.

Pull the lever in the opening. The pyramid lowers again, taking Indy to a lower level.

Whipswing into Nub's Tomb to end the level.

Chapter 15
Nub's Tomb

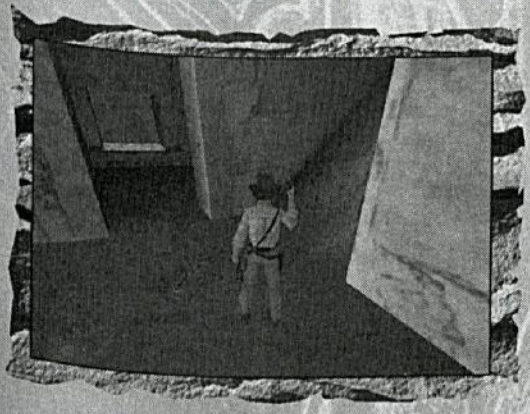
Nub's Tomb is a massive architectural wonder, filled with vast halls and pillars, platforms and columns, shafts and ledges–get the picture? This level features Jones at his jumping, climbing, and whip-swinging finest. Despite a few hairy skirmishes with Soviet troops, Indy's biggest enemy here is gravity. If you make it through Nub's Tomb the first time without falling—well, you're clearly blessed by the god of computer gaming.

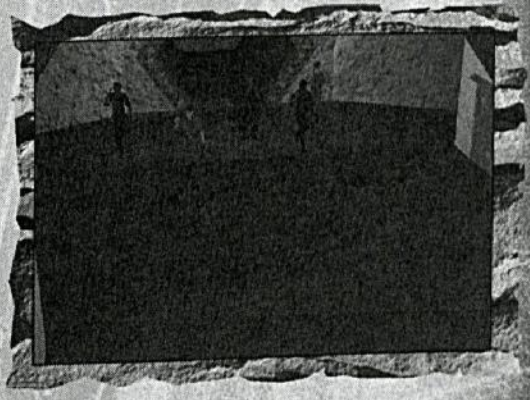
The final piece of the Infernal Machine, Nub's Part, lies somewhere in this vast underground complex. To reach it you must navigate a devilish maze of rooms, many linked only by secret passages or guarded by Nub's fantastic robot creatures. To get through one door, for example, you must find and "borrow" a mechanical arm. To operate a critical elevator, Indy needs a bronze gear–but Volodnikov gets it first, so you must move room objects to cut off his escape. The machine part itself is stored in a chamber guarded by an "Electro-Ball" device that zaps intruders with uncanny accuracy.

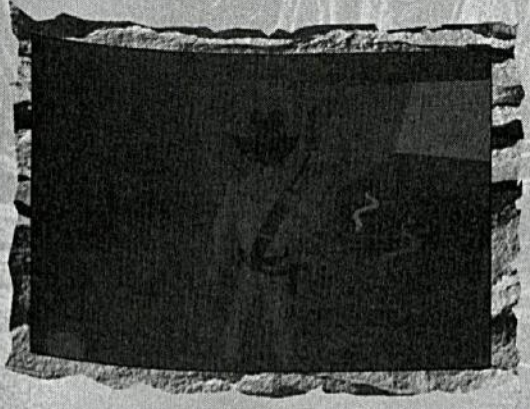
Enemies include several squads of Soviet special forces, a few snakes and scorpions, and Nub's fearsome robotic defenders in key rooms. At level's end, Indy faces a towering big boss of biblical proportions–a giant bronze robot impervious to standard weaponry. Beware its "baleful eye." And use Nub's own otherworldly machinery against the big fellow.

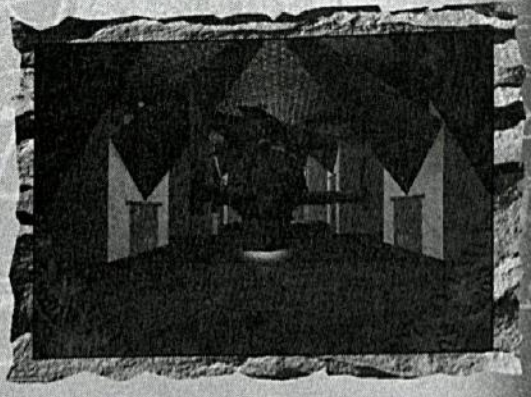
ENEMIES

SPIDERS
RUSSIANS
ROBOTS
SCORPIONS

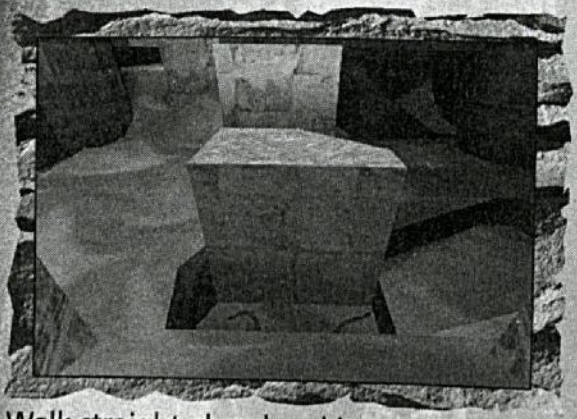




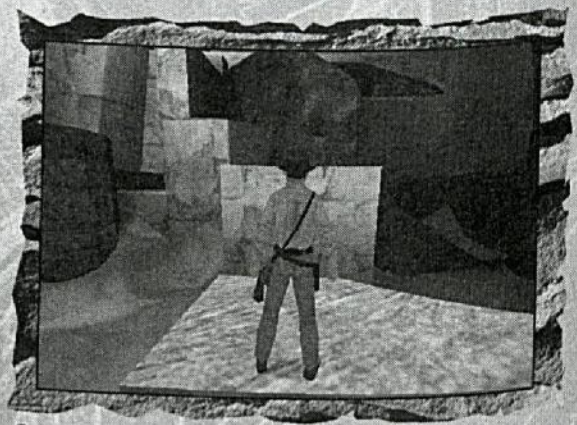




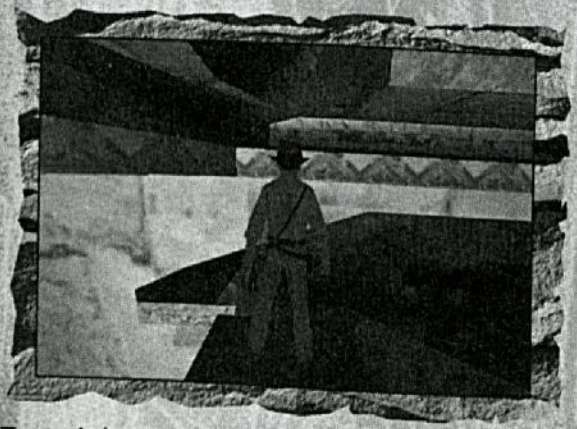
STEP BY STEP



Walk straight ahead and jump across the gap to avoid two snakes just below. Indy senses King Nub's Babylonian presence.

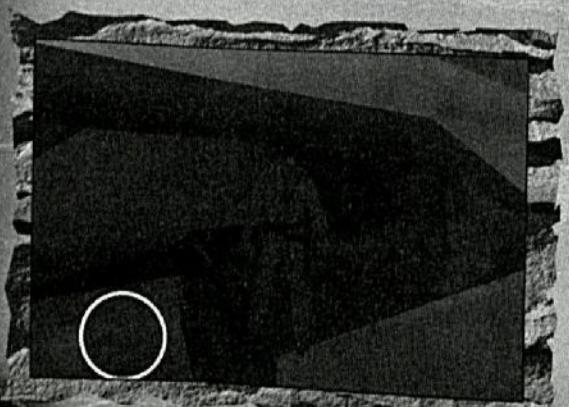


See the jumps ahead, stacked up to the left? Jump across the next gap and pull yourself up the ledge. Veer left, climb the ledges ahead of you, and then hop to grab and climb the next ledge.

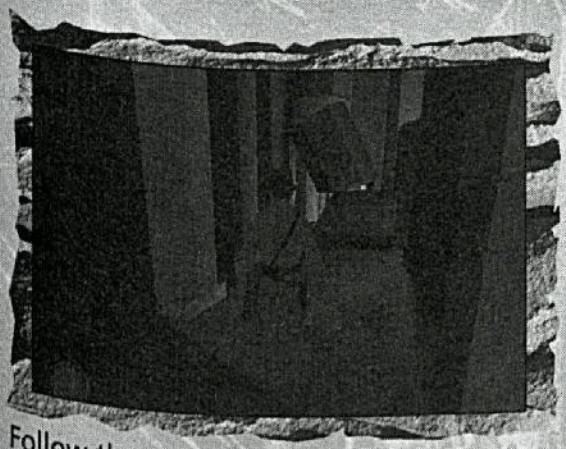


Turn right and climb the low step to the position shown here. Then take a running leap to that decorated ledge straight ahead.

Indy can't climb the ledge. Shimmy to this point over the ledge (just to the right of the lower passageway). Drop down. If you're in the right place, Indy grabs the next ledge on the way down.

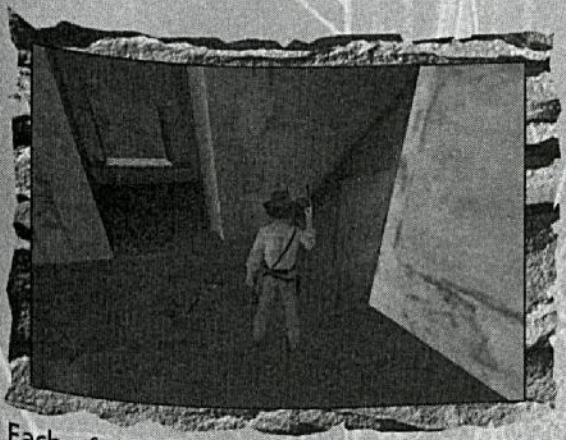


Pull yourself up to this ledge. Go forward to the wall, turn left, and drop down to the passage (circled).

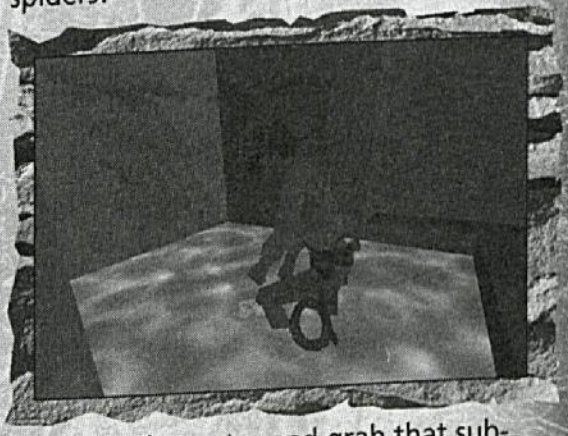


Follow the passage to this room with the fallen column ahead.

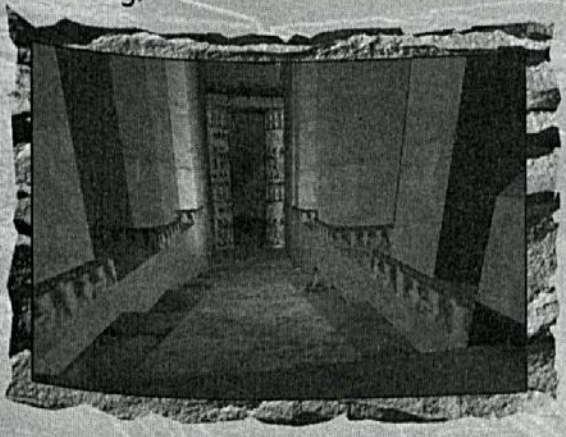
Move past the fallen column and continue forward into this corridor with the grated portcullis at the end. Watch out for the spiders!



Each of the three alcoves on the left side of the corridor contains a small cistern of water. Go into the third alcove on the left. Careful! Two more spiders drop from the ceiling.

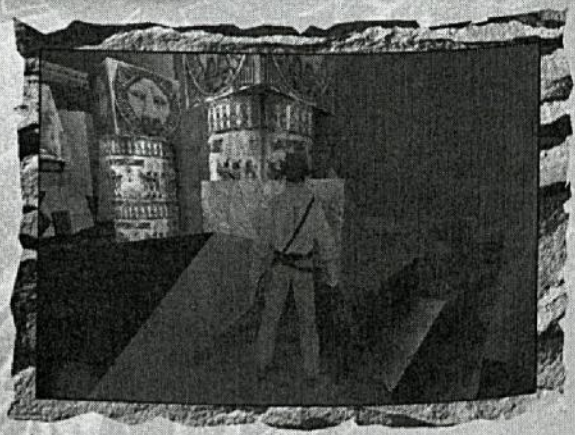


Step into the water and grab that submerged pile of gold coins.

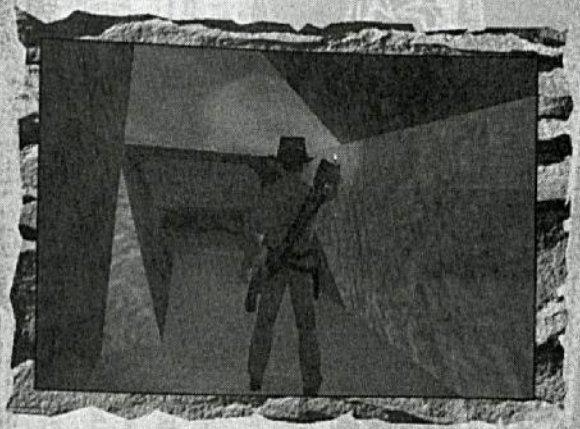


Exit the alcove, turn right, and return to the room with the fallen column. Before you reach the column, turn right to see this sloping ramp. Kill the snake guard and go down the ramp through the column-edged doorway below.

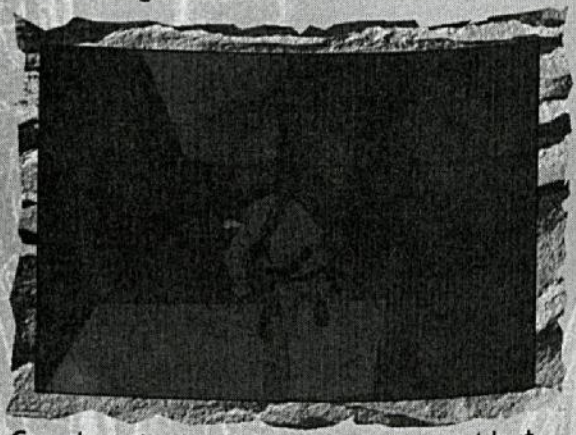
In the next room, veer left toward the rock wall between the two massive pillars



Climb up two walls toward the left. You reach a slope leading down. Hop on and slide (or just hop down the stone steps) to the passage below.



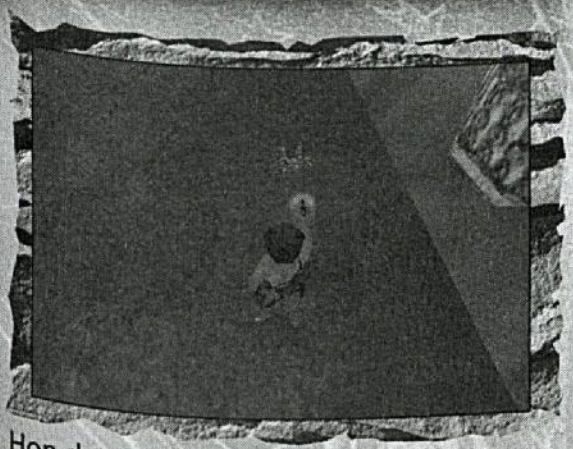
Proceed down the tunnel to this low crawl space. Hear those tiny footsteps?



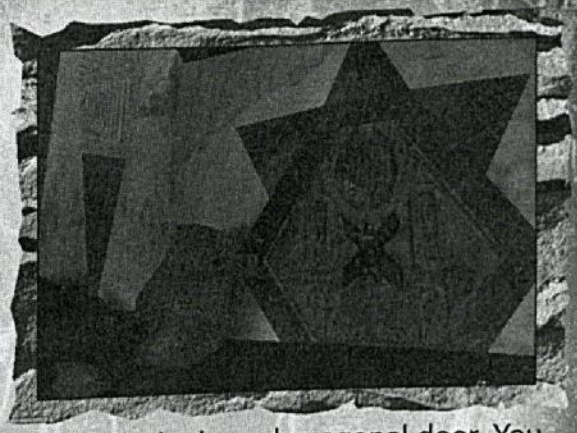
Crawl to the bend in the low tunnel but don't turn; instead, stand up. Climb up onto the low ledge in front of you.

Steal the pile of silver coins from that thin guy.

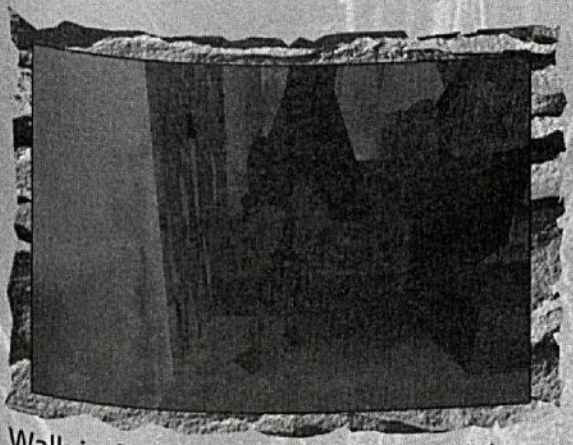
NUB'S TOMB



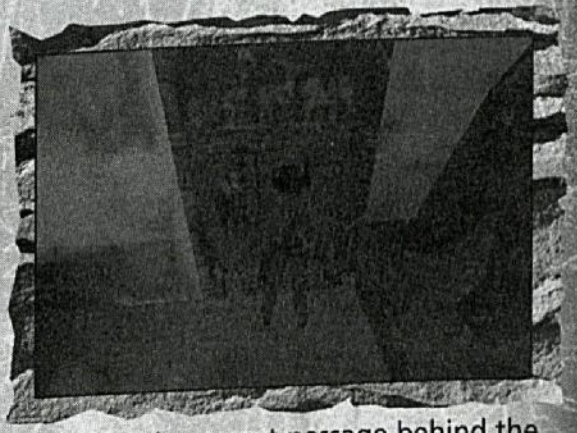
Hop down, turn right, and then crawl through to the big room. Stand immediately to draw your pistol at the scorpions. Their fragile, elongated bodies shatter quite nicely when struck by a .45 caliber slug.



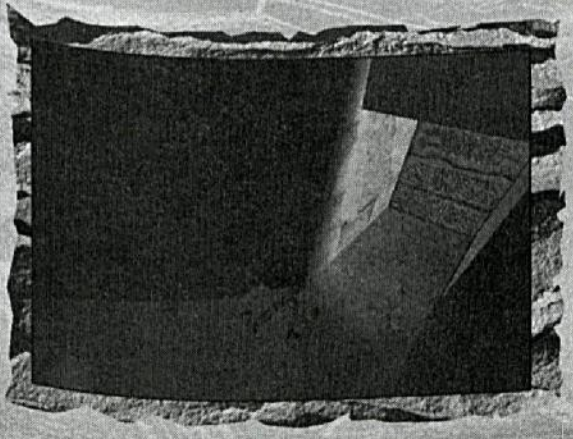
Approach the huge hexagonal door. You can't open it yet, but if you examine the robotic "doorman" to the door's left, Indy notes its arm is missing.



Walk in front of the statue of Marduk on the left at the foot of the stairs. The tapestry behind it is torn. Push the statue back to investigate.

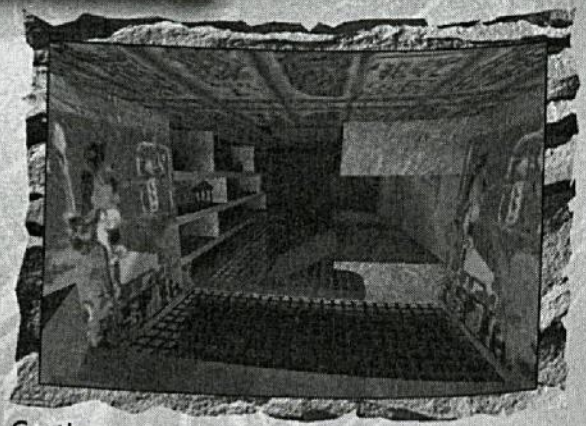


Aha! There's a secret passage behind the torn tapestry. Slash through the tapestry with your machete and move down the secret passage to the large gap.

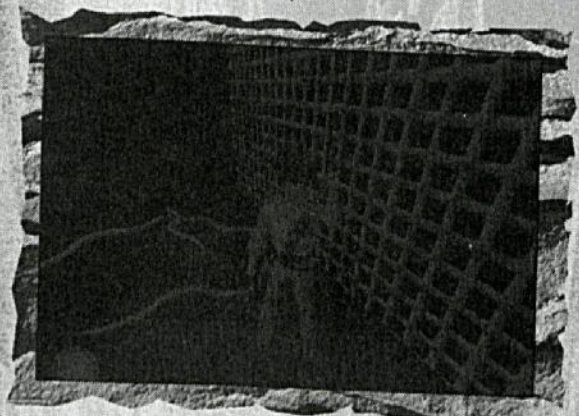


Take a running leap across the gap, follow the next corridor to the end, and then slide down the slope.

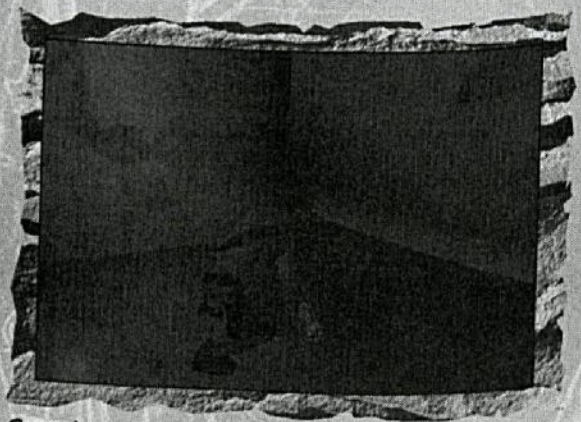
Continue to the lever and give it a pull. This opens a new passage behind you (shown in a cutscene).



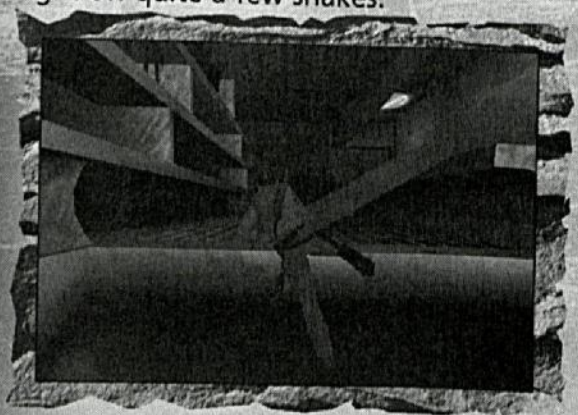
Go through the new passage, drop down twice and proceed to this room with a grated floor.



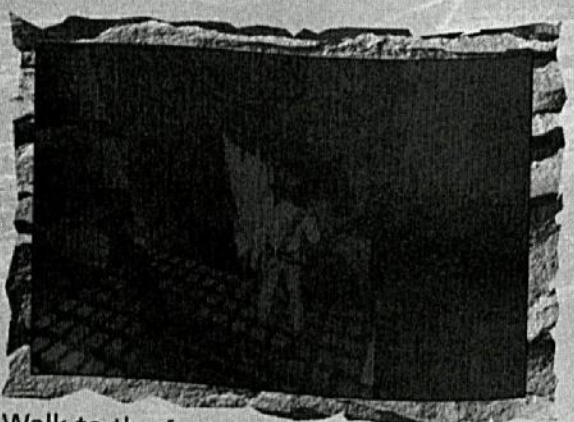
If you step on the first floor grate, it will fall open. You could run across it, but you'd miss a treasure. Instead, let Indy fall into the pit and draw your pistol immediately. As the carnage here shows, he must fight off quite a few snakes.



Crawl under the low wall opening into the next room and go nab the gold bar.

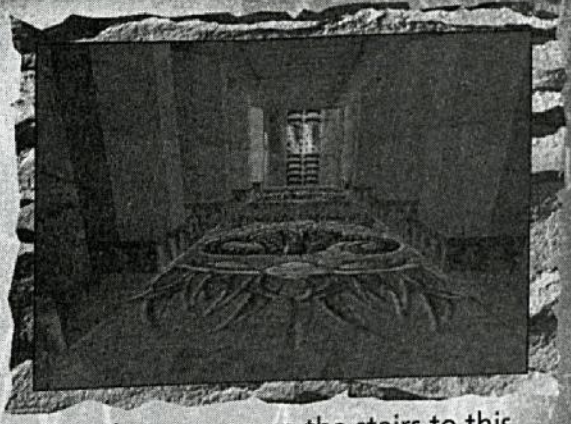


Crawl back through the low wall opening and turn to face it. Jump and pull yourself back up to the grated floor.

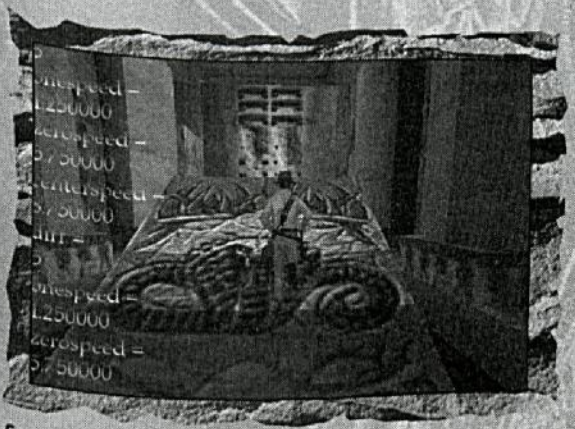


Walk to the far wall and slash through another tapestry. Behind it sits a large, movable block.

Pull the block three times to gain access to the passage behind.



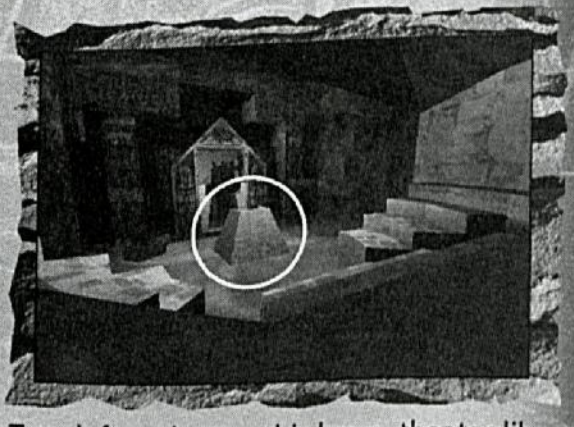
Follow the passage up the stairs to this pillar-lined room. Don't step onto the floor yet! It's a pivoting trap.



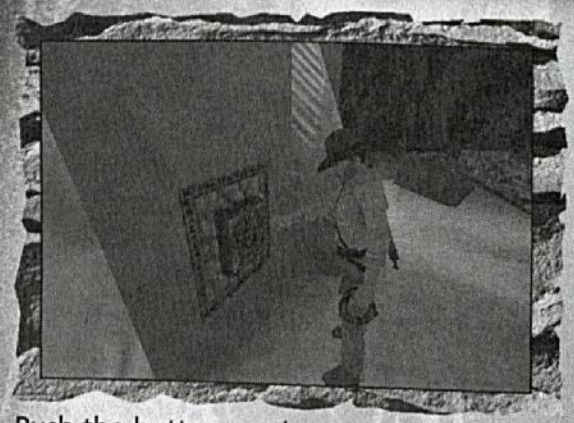
Save your game here. Then turn around and go back down the corridor so you can get a good running start. Sprint across the two tilting floor sections! If you go full speed, Indy should get over them without falling.

The ladder at the far end has broken rungs. Turn left. Jump and climb the ledge next to the ladder.

Turn around and leap across the gap to the next ledge. Then crawl up a short step and climb the ladder at left. Move up, left, then up again to reach the top.

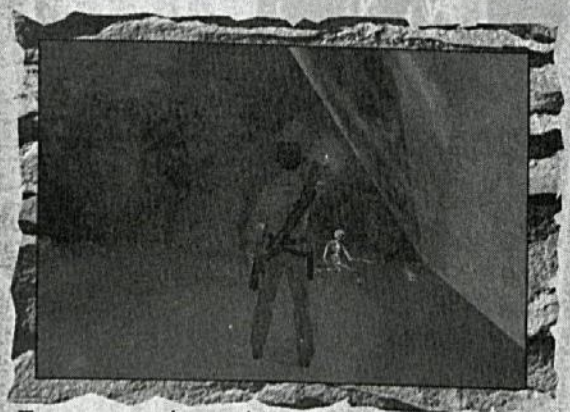


Turn left and enter this large, theater-like room. This is the Anubis Chapel. Walk behind the podium-like structure (circled here).

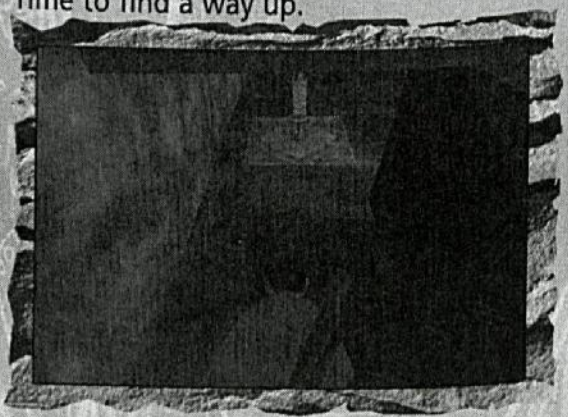


Push the button on the podium.

This extends a statue of Anubis above Indy. Hey, that's a nice-looking arm it's got there. It might look good on that poor, armless "doorman" robot you saw earlier. Time to find a way up.



Turn around, go through the doorway, and turn right to find the silver bar. Careful–as you approach the treasure, two spiders attack.

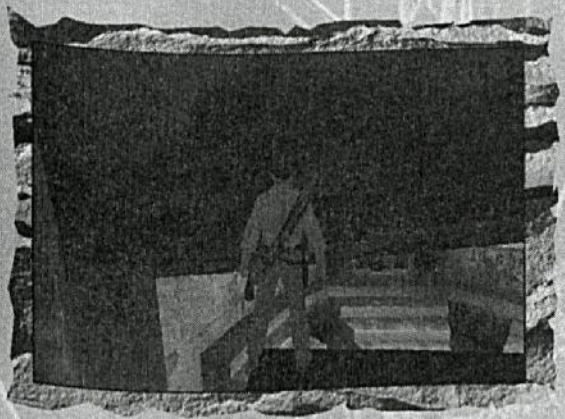


Now turn around and walk to the other end of room. Enter the last alcove on the right and look up. That bird-head strut looks awfully whippable, doesn't it? Wield the whip in the alcove. (Indy holds it up and the camera tilts up when you're in the right position.) Hit Control to whip the bird-head.

Climb the whip. At the top, press X to jump to the platform. Hop across the series of platforms to the far side of the room.

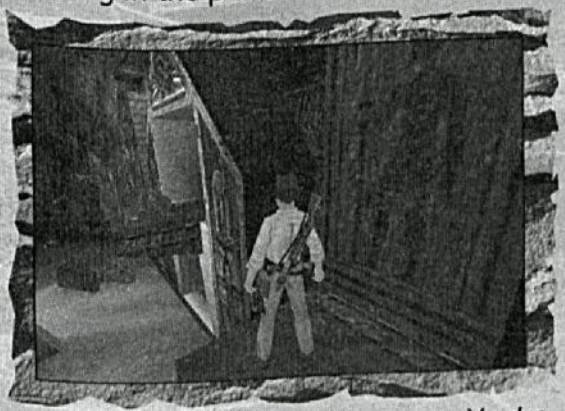
On the last platform, turn right and climb the pair of walls.

Turn right and walk across the room. Then turn left and climb the pair of ledges (one high, one low).

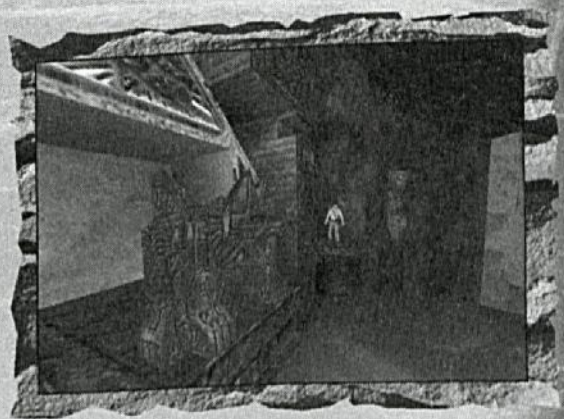


At the top, turn left and hop across the wide gap to the opposite ledge. After you pull yourself up, walk to the ledge's far-right corner and turn right. You should be standing in the position shown here.

Now turn around and back off the ledge to hang. Drop once to catch the next ledge; then drop again to land on the small platform below.



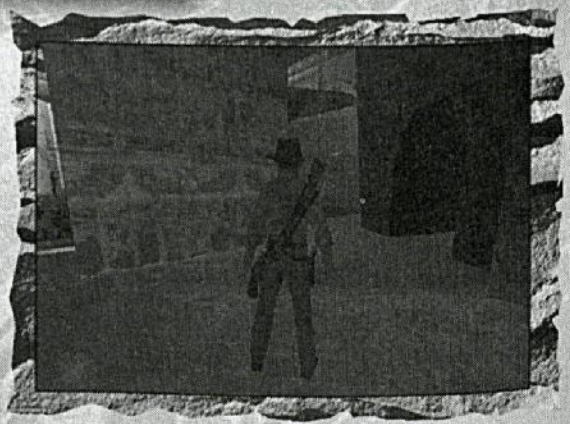
Turn left to face the Anubis statue. You're level with it, but kind of far away. But as Indy says, "I might be able to whip that thing."



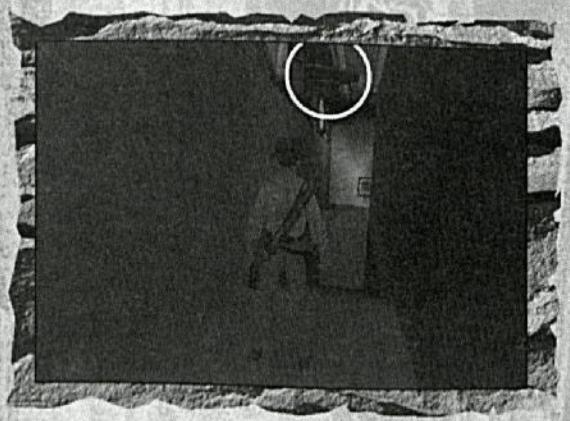
Wield your whip and take a shot at the statue. Indy neatly knocks Anubis's arm to the floor.

INDIANA JONES and the INFERNAL MACHINE

Hop off the platform and pick up the mechanical arm.

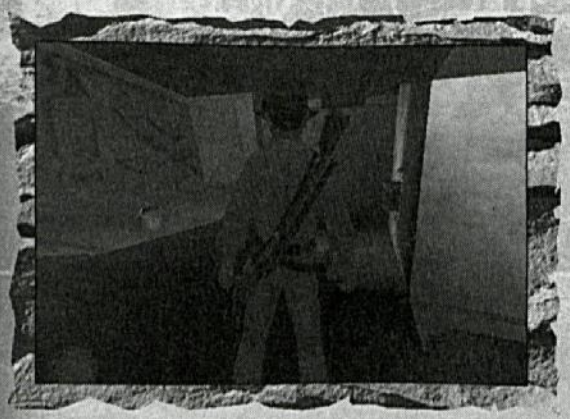


Exit the room, turn left, and go down the hall. You end up overlooking the room where you started. Turn right and go through the dark archway.

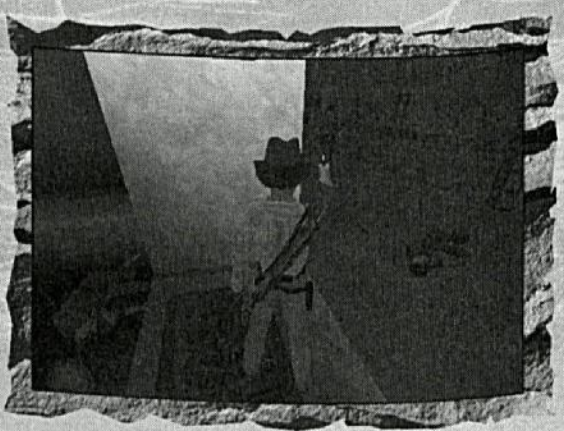


In this corridor with green lights, use your whip on the strut (circled) to swing across the gap.

Push the wall button and watch the nearby sarcophagus lower.



Head toward the sarcophagus, but don't miss this lovely blue gem in the alcove on the right.



Step onto the lowered sarcophagus and draw a gun. Then sneak around the left corner. Russians

NUB'S TOMB

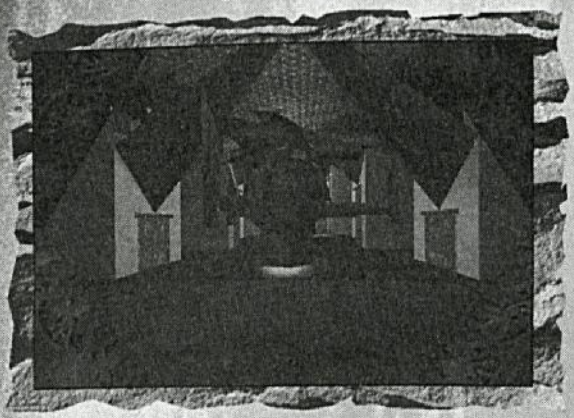
After you win the gunfight, face the lowered sarcophagus and turn left. Keep your gun drawn and retrace your route down to the chamber with the hexagonal door and its robotic, armless "doorman." Warning! Russians now roam the halls. (Follow the hall to the tilted pillar, run down the ramp into the room, and climb the walls to the top.)

Stand directly in front of the "doorman" and use the Anubis Arm from inventory. Indy puts it in place.

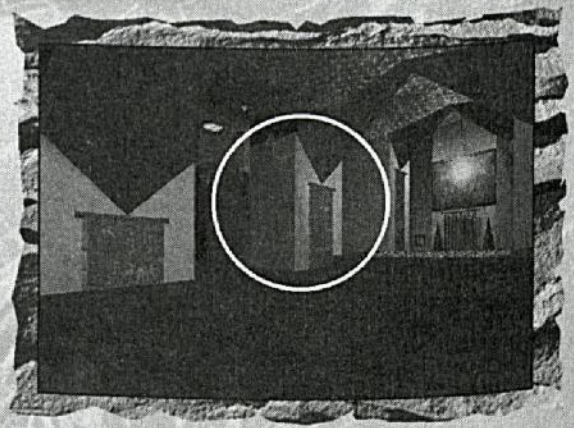
Pull the lever to the right of the door. The robot opens the door.

Important: Arm yourself with a weapon–preferably something with punch, like a bazooka or, at the very least, a shotgun. Move warily down the newly opened passageway.

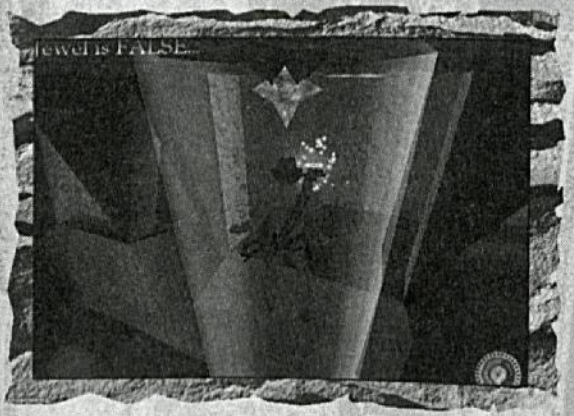
INDIANA JONES and the INFERNAL MACHINE



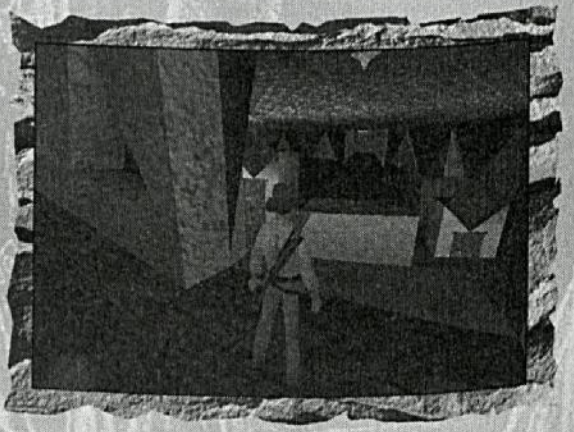
When you step into the room, a flying robotic guard attacks. Blast it quickly, before it lowers its swirling, bladed arms and slices Indy into twitching gobbets of meat.



The room has three big square pillars on each side. Go behind the middle pillar (circled here) on the left side. See the blue crystal glowing above and behind it?

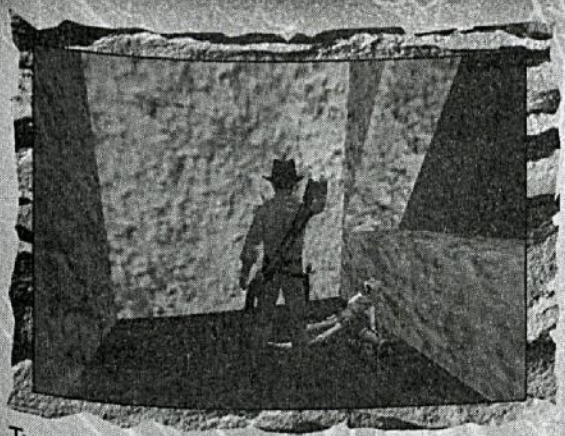


Step onto the "angel" square behind the pillar. (Think of it as a launch pad.) Use Azerim's Part to levitate up to the blue crystal. Then press [X] to hop to the upper level walkway.



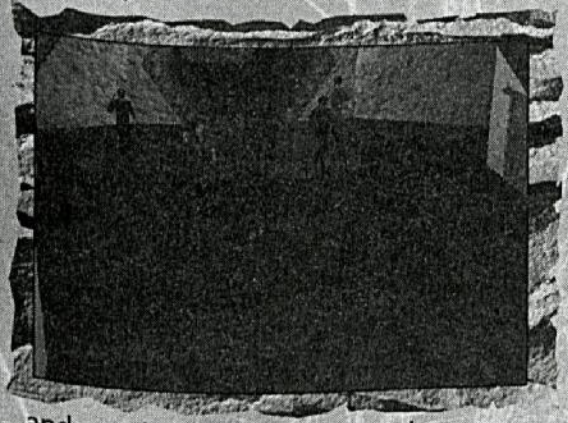
Turn around to face the middle of the room. Then take a running leap across to the top of the pillar.

Walk over the narrow connecting pathway to the top of the opposite pillar, and then leap across to the walkway on the other side.

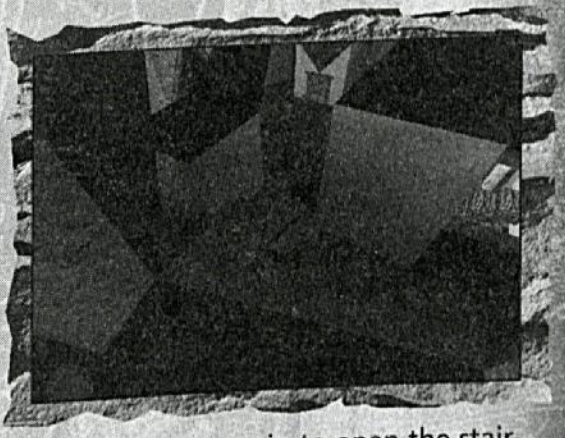


Turn right, walk down the ramp, and borrow the Trauma Kit from this fellow. (Apparently he didn't have time to use it.) Then turn around and follow the walkway to the top.

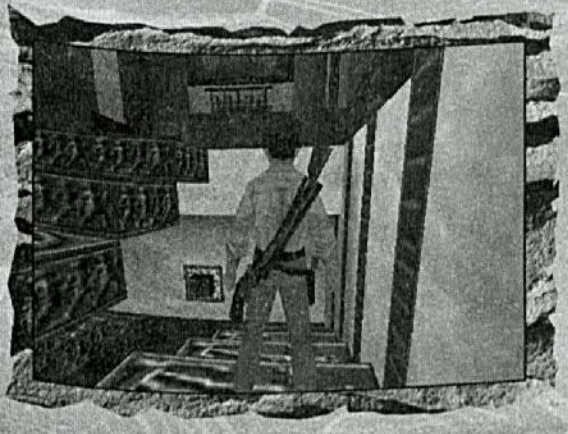
At the top you find a wall button. Press it to open a secret stairway below...



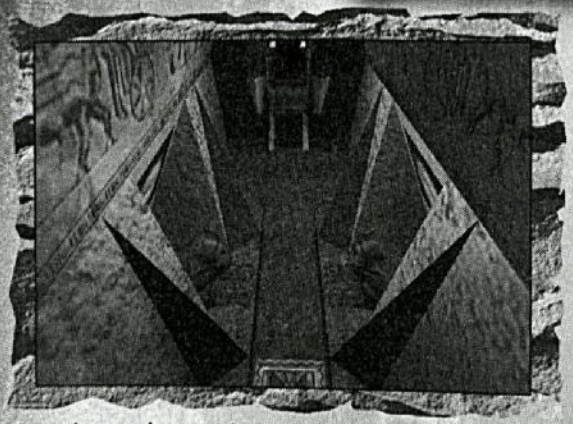
...and watch Dr. Volodnikov and more Stalinist goons arrive in the Square Pillar Room below. The portly Russian physicist descends the stairs and closes the staircase behind him. Hmmm.



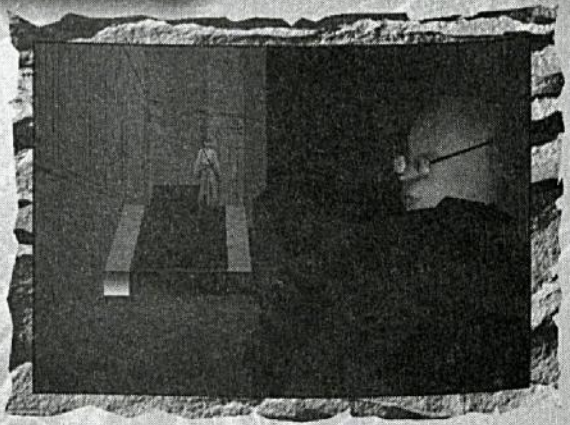
Push the button again to open the staircase; then return down the walkway to the ledge. With your combat rifle, start picking off Soviets on the floor of the Square Pillar Room. This is also a good place to use grenades. The more you nail here, the easier you'll have it when you get down to the floor.



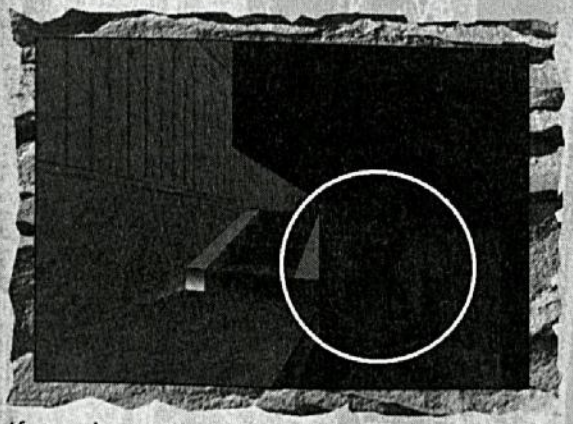
Turn around, hang off the ledge, and drop to the floor. Then descend the secret stairs and push the button at the bottom. This closes the staircase, providing access to the secret level below.



Continue down the stairs to the ledge overlooking this room. Hang off the ledge and drop to the floor or use Azerim's Part.

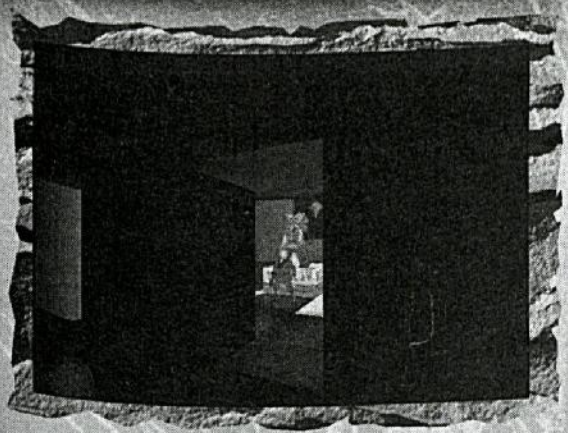


Walk into the room to see Volodnikov grab a bronze gear and run. The chase is on! Volodnikov is amazingly fast for a pudgy guy. Indy can't catch him until you set up a trap.

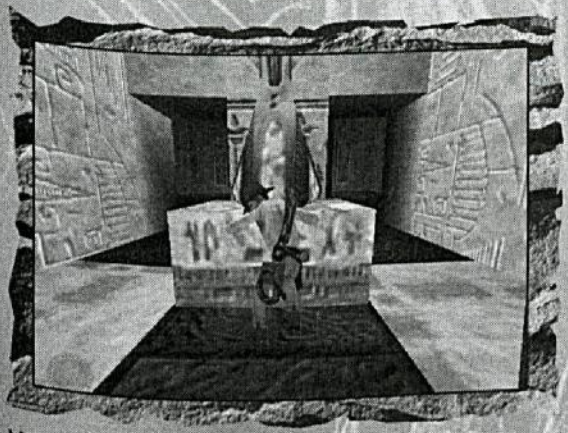


If you chase Volodnikov for a while, you'll notice he often cuts across the middle passage. So cut off that route first: go down either set of side stairs and find a movable block next to the stairs (circled here).

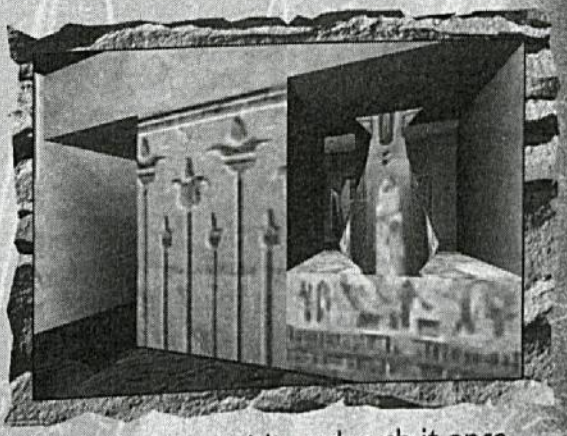
Pull the block out once. Then run around to the other side of the passage, approach the block from inside, and pull it three times until it's over the center "angel" square. You've barred Volodnikov from using this passage.



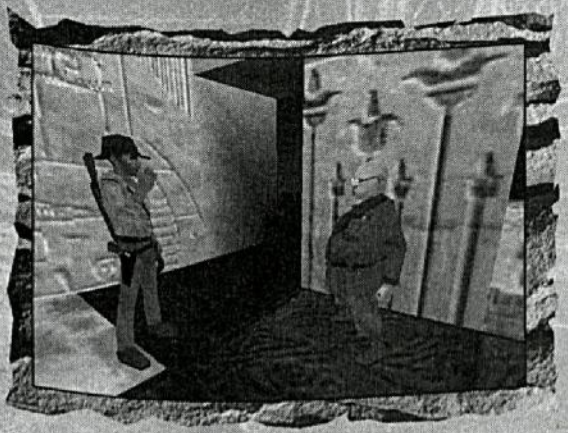
Go upstairs and enter the center room. Walk around the pit surrounded by pillars to one of the two entrances to the back room. You'll probably see Volodnikov hiding inside; when you enter, the spry fellow runs away again, darting through the opposite entrance. Let him go for now. You'll block off one entrance with the statue inside.



Walk up to the front of the dog-like statue and pull it once toward you. Then walk around behind it and push it once forward.

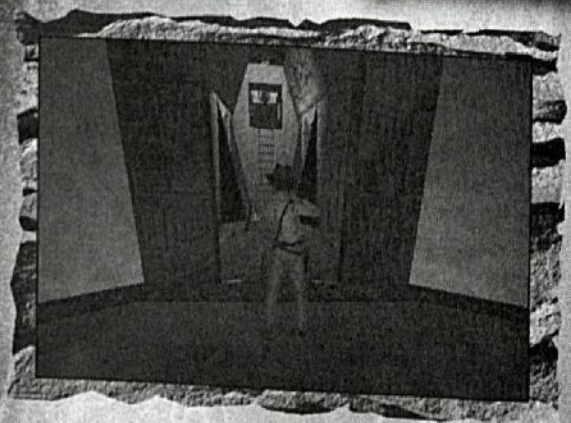


Now go to either side and push it once sideways to block one of the entrances. For good measure, push it *into* the entrance. Here's what it looks like when your work is done.

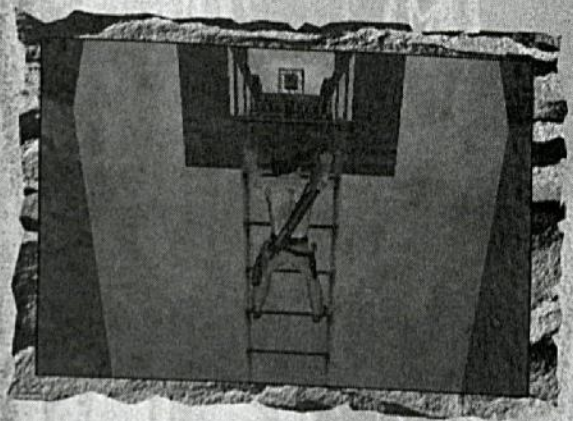


Now go chase Volodnikov around the circle. He runs into the center room again. Follow him in. Trapped!

Volodnikov is more than willing to trade the bronze gear for his life.

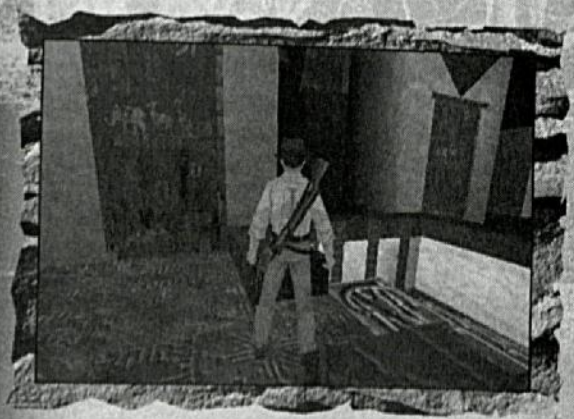


Indy picks up the gear. Now you can exit the room. Before you leave, however, pull out your combat rifle. When Indy approaches the exit door, a Soviet sniper opens fire from the high ledge above the "angel" square ahead. Pick him off.

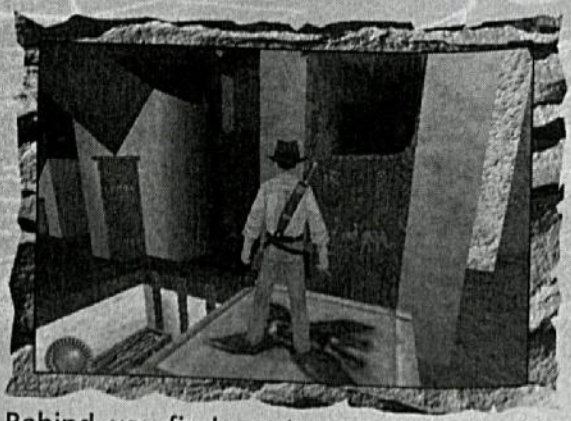


Now you can climb the ladder Volodnikov used to escape. (You could also use Azerim's Part to levitate up.)

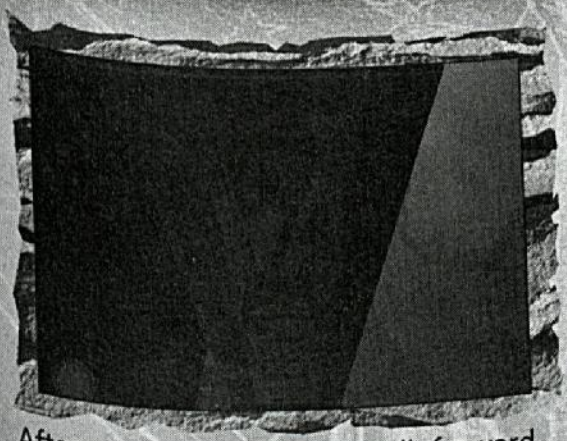
Go push the wall button to open the staircase, and then climb the first set of side stairs. See those three new Russian guards posted in the Square Pillar Room? Get your gun ready and run up to engage them.



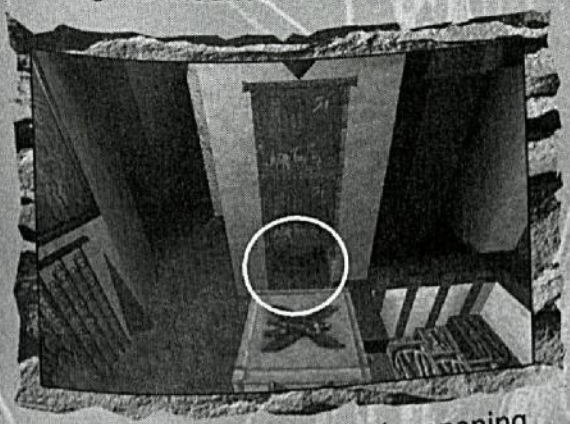
After the mayhem, find this torn tapestry to the right. Go slash it with your machete.



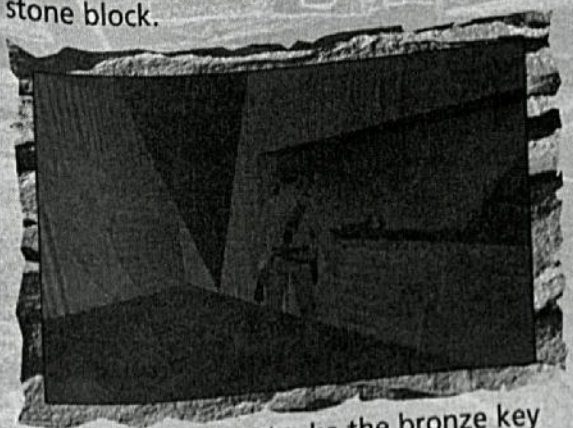
Behind, you find another movable block. Pull it three times. Climb atop the block, turn around, and leap to that high hole in the opposite tapestry.



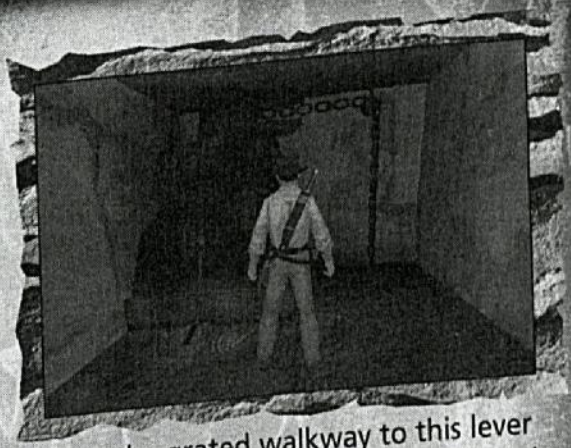
After you pull yourself up, walk forward to the ledge. Turn around and back off the ledge to mount a ladder. Climb down.



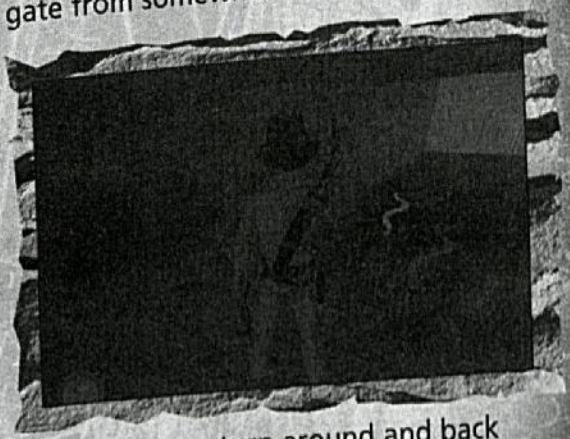
Retrace your route back to the opening overlooking the Square Pillar Room. Hop down and enter the passage (circled here) that you opened when you pulled out the stone block.



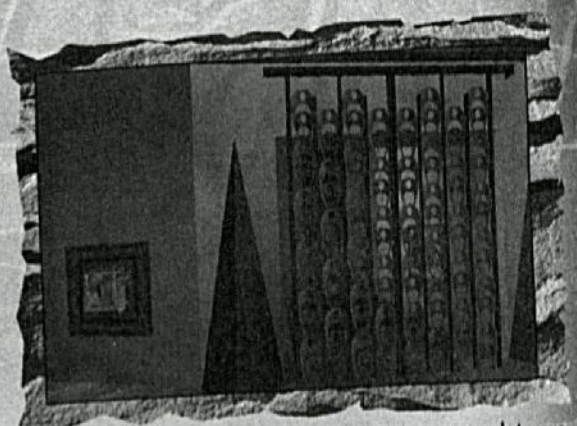
Enter the room and take the bronze key from the wall niche.



Follow the grated walkway to this lever and give it a pull. This raises a scrollwork gate from somewhere below.



In the passage, turn around and back down the ledge to mount another ladder. Follow the passage and kill this pair of snakes.

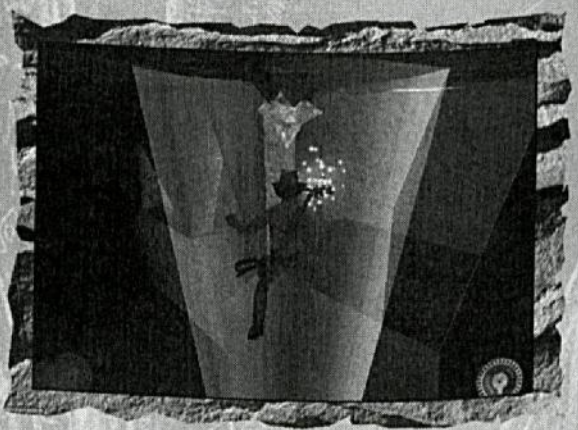


Return to the Square Pillar Room and turn right to face this bronze scrollwork door. See the bronze keyhole on the left? Guess what goes in there.

Use the bronze key in the bronze keyhole to open the bronze scrollwork door.

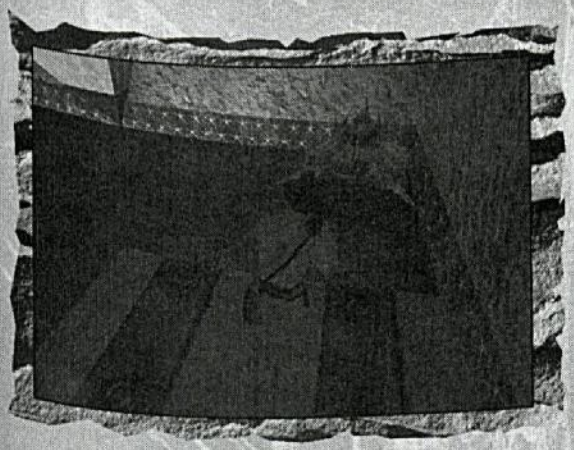
Now enter the small room, step on the bronze platform inside, and approach the bronze turtle mechanism. See the bronze slot? Put the bronze gear in it. The gear fits, but nothing happens. Hmmm.

Now go to the movable block and push it three times toward the bronze turtle/gear thing to get it onto the bronze platform. Down it goes! It's an elevator shaft, and the bronze platform is the elevator.



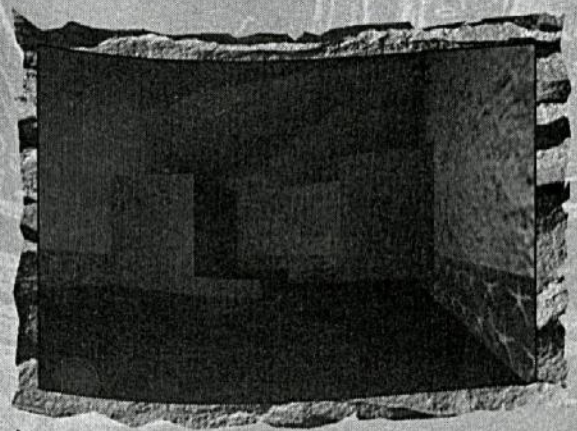
Go to the "angel" square behind the middle pillar and use Azerim's Part to levitate back up to the second level.

Turn right, go up the walkway to the end, and turn right again. You should see the elevator's counterweight across the gap and a bird-head strut high on the left wall. Take a wild guess what Indy does next.



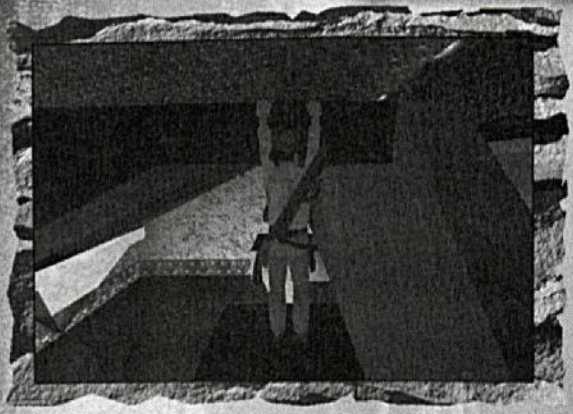
You're right! Whip-swing across to the counterweight. When Indy lands, the counterweight drops to the lowest level of the complex...where another vicious robot guard hovers in wait. Whip out your bazooka (or whatever your hardest-hitting weapon is) and blast the mechanical pest.

Hop down (the counterweight rises again), shoulder your bazooka again, and run around the corner of the elevator shaft. Another overgrown scissors robot attacks. Obliterate the nasty mechanoid. (But remember to keep your distance. If the robot explodes near Indy, it hurts pretty bad.)

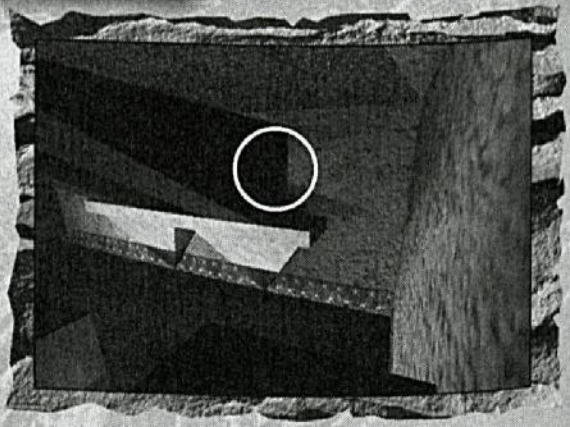


Now continue around the corner to these big reddish platforms. Climb up the one on the left; then hop to the one on the right.

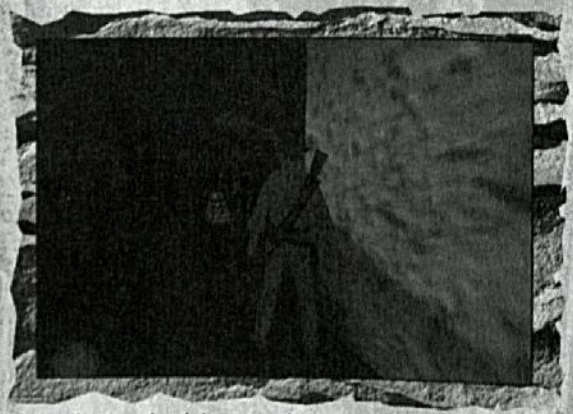
Turn right and make a tough long leap to that small platform (circled here) against the wall.



Then leap up to grab the lip of the stone strut above the platform. You can't climb up; instead, shimmy right as far as you can go, and then drop down. Indy catches the next ledge below. Pull yourself up onto the lower ledge.

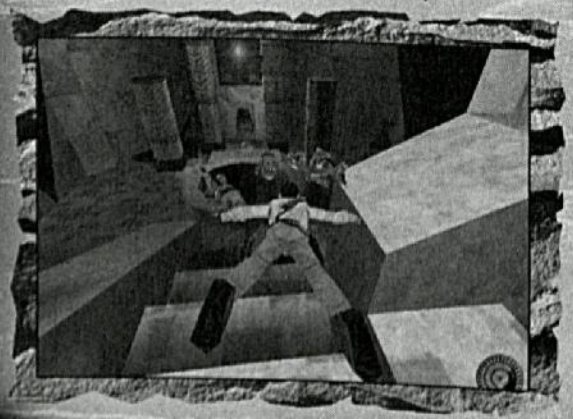


Now leap across to each of the next two ledges. When you reach the last ledge, turn left. See that niche (circled here) glowing blue against the far wall? Jump to it now.

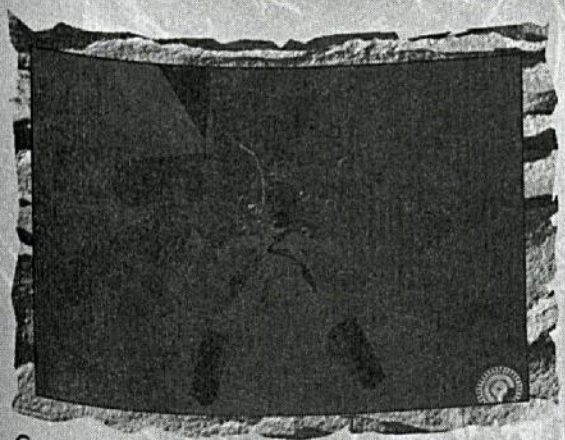


The alcove holds another treasure—a silver idol. Add it to your stash, and then jump back across. (This is a tough return jump. If you don't make it, go back down to the reddish platforms and start over.)

Go around the corner, pull out your machete, and jump in the pool. Looks awfully clean for ancient tomb water, doesn't it? Too bad it's so biting fish-infested. And more spinning-blade robots hover nearby.

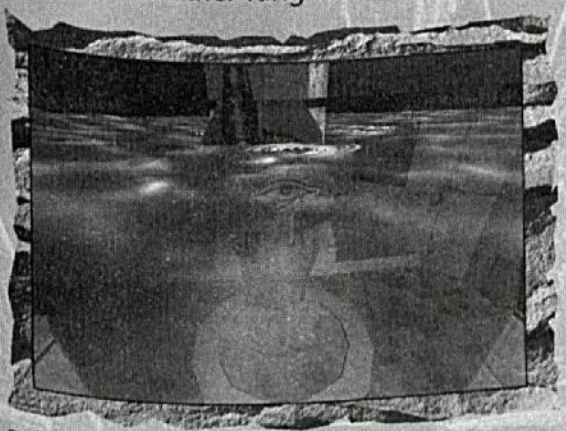


Avoid the spinners for now; if they come at you, just hit C to dive underwater. Hack up the fish, coming up for quick breaths now and again. Advice: Kill all five biting fish now. Later, when air management is your primary concern, you don't want toothy fish chewing on your tail, too.



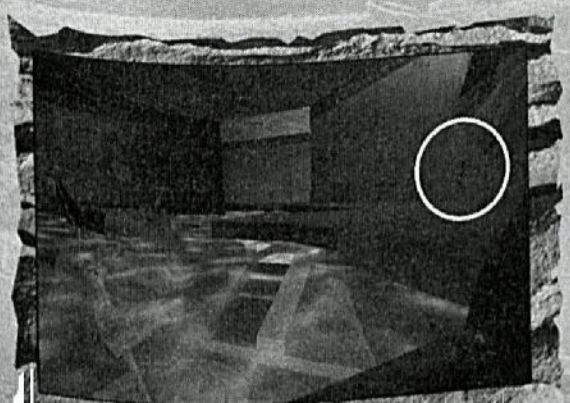
Get a full lungful of air–do it back where you entered the pool to keep the spinners off your back—and then swim down to the pile of rubble (shown here) in the main part of the pool. Scoop up the gold bar hidden behind the biggest chunk. Now grab another lungful of air.

Dive down through the small, coffin-shaped underwater door. Swim along the short corridor and pull the switch.



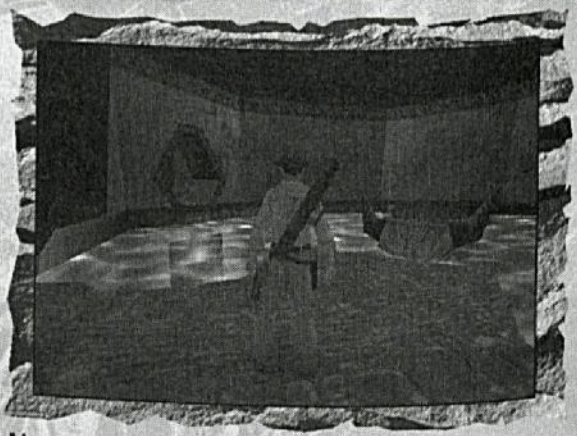
The giant bull statue rises from the pit in the center of the pool. Go back up to the surface.

Head for the low brown section under the big rocks and climb out of the water. Here's a good place to pull out a hefty gun and blast the annoying spinners.

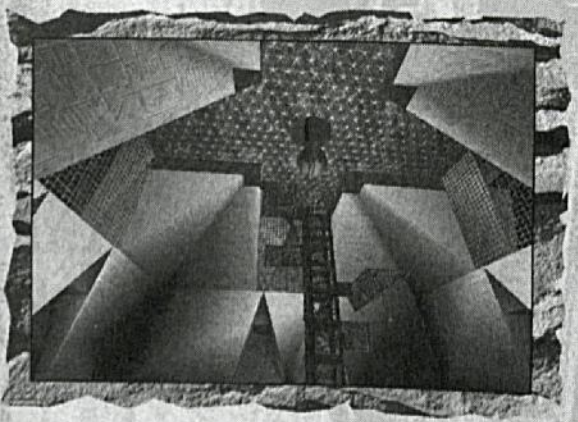


See the cracked wall section (circled here) across from the front of the bull statue's face? Jump across to the "shoreline" below it.

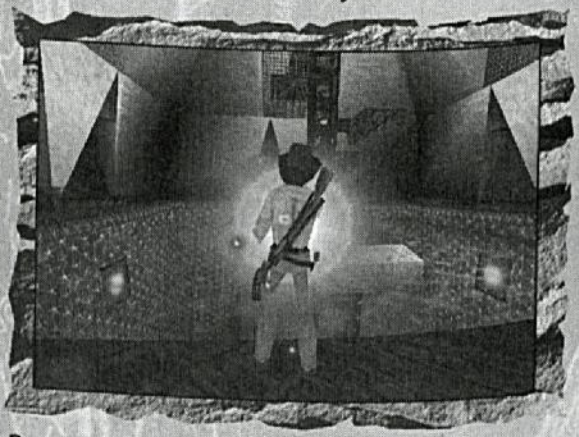
Use Urgon's Part to blast open the wall. Then go into the secret room and nab the red gem.



Now you can use the bull's head to hop across to the opposite shore and go through that far doorway.

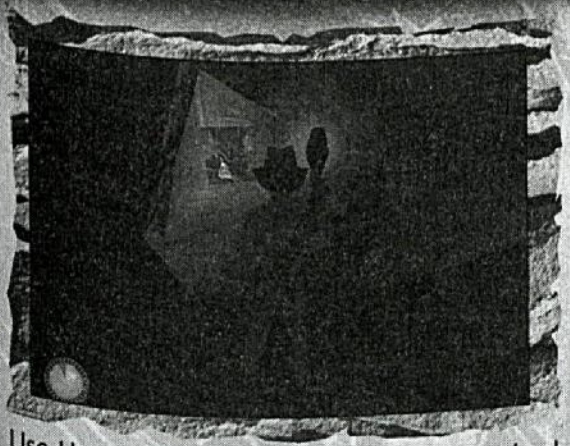


Climb the short ladder. Welcome to the Electro-Ball Room! Now get the hell out, quickly. Turn around and hustle back into the passage, turn to face the Electro-Ball, and then move snug against the right-hand wall. This puts Indy out of the line of fire.



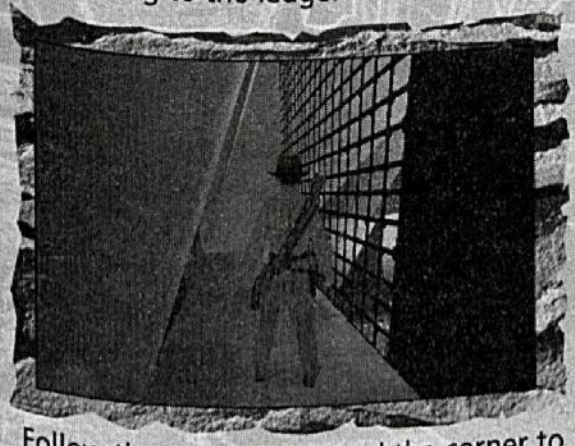
Because if Indy takes too many hits like this, his brain turns into a charcoal briquette. Listen to the Electro-Ball's pattern of charging and discharging. Right after the electrical bolt fires, run to your next destination. Or use Taklit's Part to make Indy invisible and he can sneak past the Electro-Ball.

Save your game! Sprint around the left side of the pool and head for the next opening. *Do not fall in the water!* Here you find a broken ladder and a cracked section of wall. You know what that means.

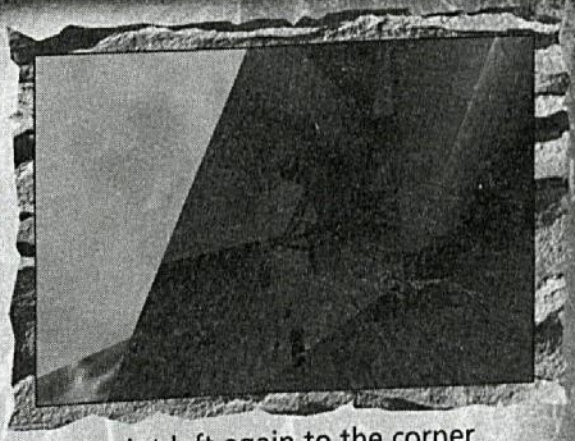


Use Urgon's Part to blast open the cracked wall. Then help yourself to the gold idol inside.

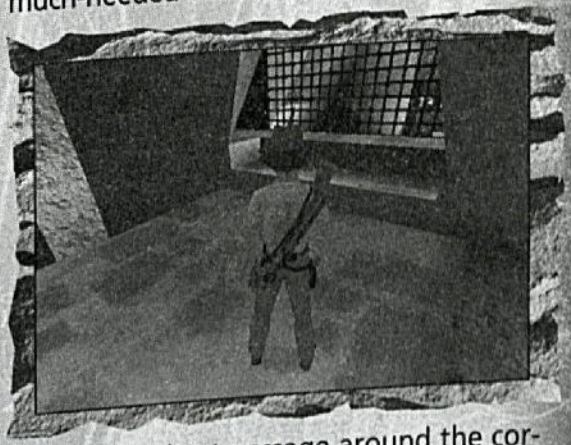
Approach the steps and look up. Aha, a bird-head strut. Climb to the second step, wield your whip, and use it to latch onto the strut. Then climb to the top and press [X] to swing to the ledge.



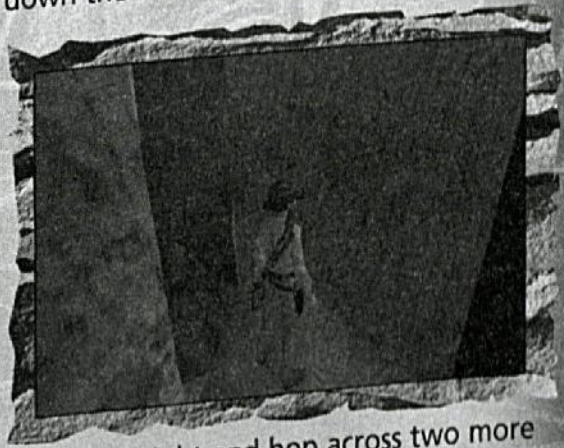
Follow the walkway around the corner to the next grating. Turn left and hop across to the platform.



Next, sprint left again to the corner where the skeleton lies. You'll find a much-needed Trauma Kit near the skeleton.



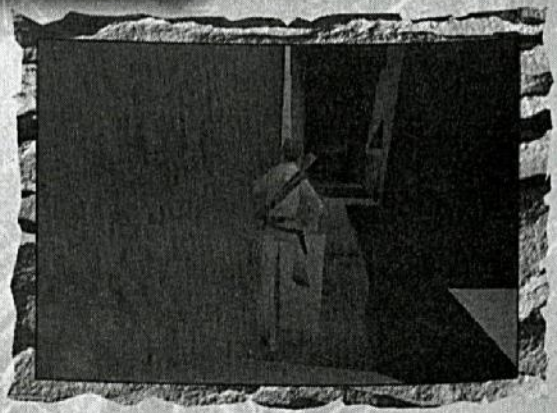
Follow the short passage around the corner to another whip-swing location. Swing across, turn right, head toward the big grating (seen here), and then turn left down the inner walkway.



Now turn right and hop across two more platforms until you reach the corner. Look down to see the slope. This is a tricky jump, so save your game here.

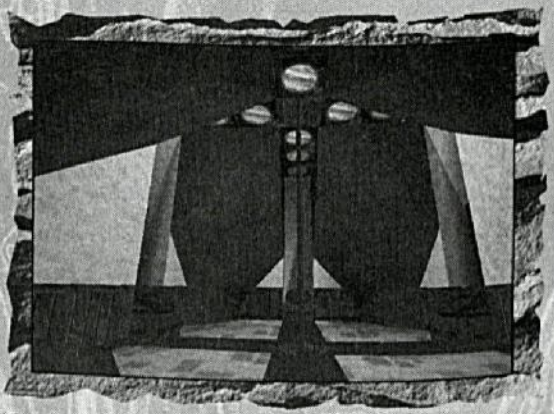
NUB'S TOMB

Turn to face the ledge opposite the slope. Press and hold [Shift] and keep one finger over your jump key. Run off the ledge to start Indy sliding down the slope.

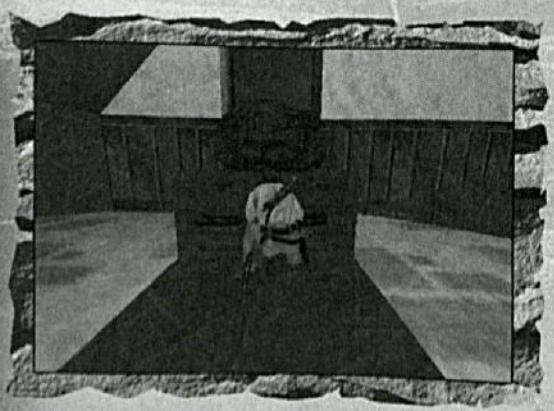


About halfway down the slope, hit [X] to jump. Be sure you *keep running* (hold down [↑] as you jump, or you won't get enough forward motion to reach the far ledge).

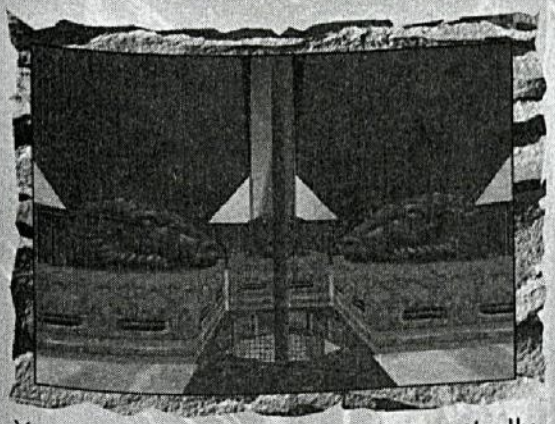
Turn left and climb into the bronze-trimmed doorway. Follow the passage to the "angel" square, get on it, and use Azerim's Part to levitate up to the next level.



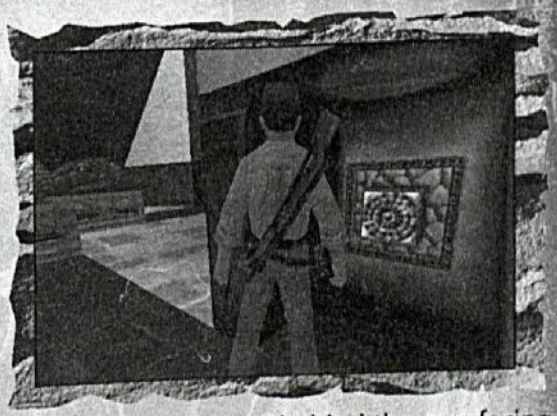
Go forward into this chamber with the three ram's head statues. You want to raise the Electro-Ball back up into this room while using the ram's heads for protection.



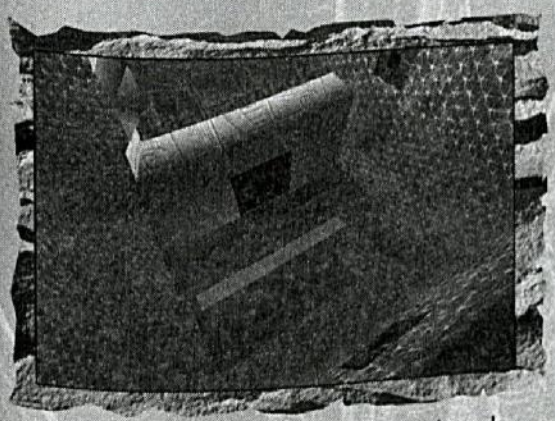
Go to each ram's head statue, pull it out of its niche, and then run around to the backside and push it once toward the hole in the center of the chamber.



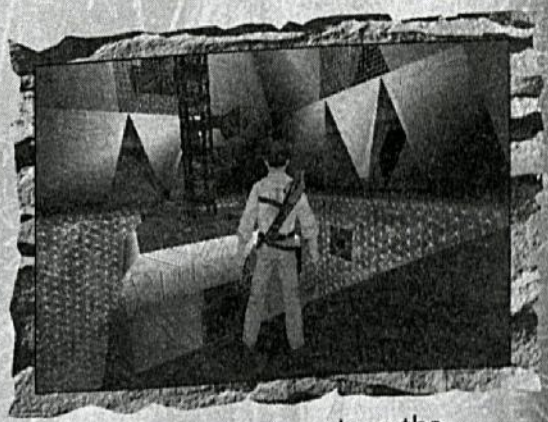
You want all three ram's heads practically nose to nose at the center hole.



Now go to this alcove behind the ram facing the entrance and push the button. This raises the Electro-Ball into the ram's head chamber.

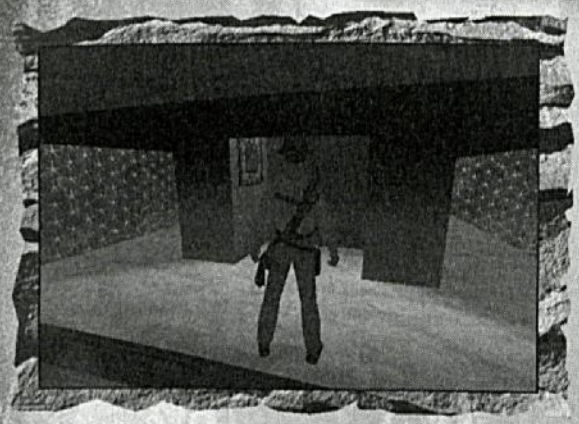


Move to the alcove on the right and push the gold button once. Then go to the opposite alcove and push the silver button three times. This opens the water gates and lowers the pool below, disabling the Electro-Ball. If you accidently press one of the buttons too many times, keep pressing it until you open the top water gate.

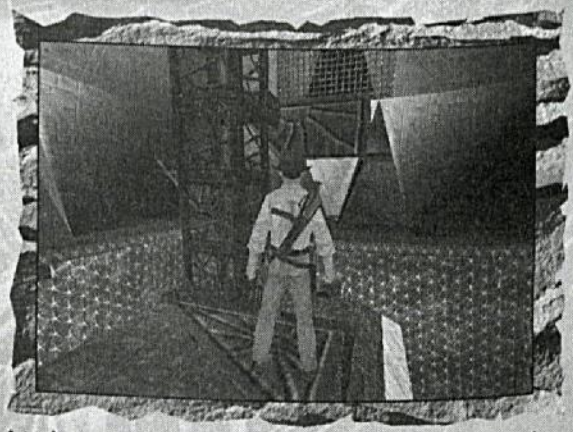


Now return to the room where the Electro-Ball was before. Remember, Volodnikov's tough guys are waiting, so be sure you're armed and dangerous. After you dispose of them, dive into the water below.

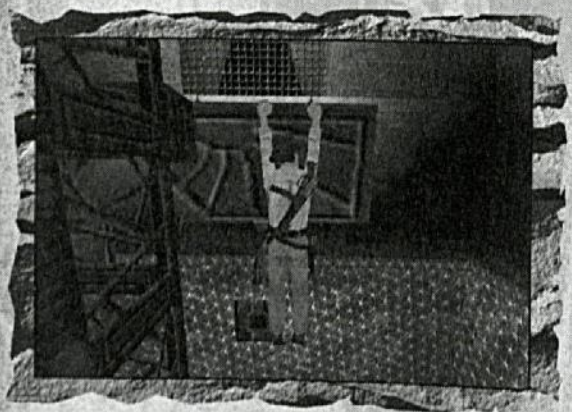
INDIANA JONES and the INFERNAL MACHINE



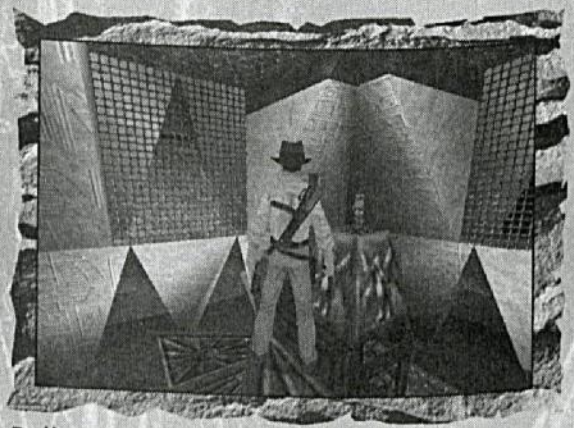
Climb onto the ledge and find this side with the opening. Enter and climb the ladder to the top.



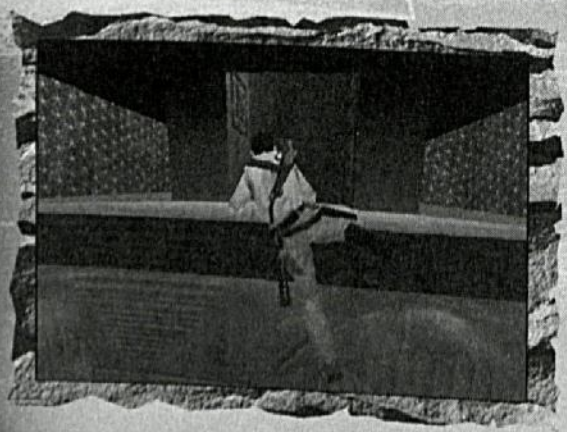
At the top, turn around and hop across the ladder opening to this first triangular step. (Good luck. It's a short but tricky jump.)



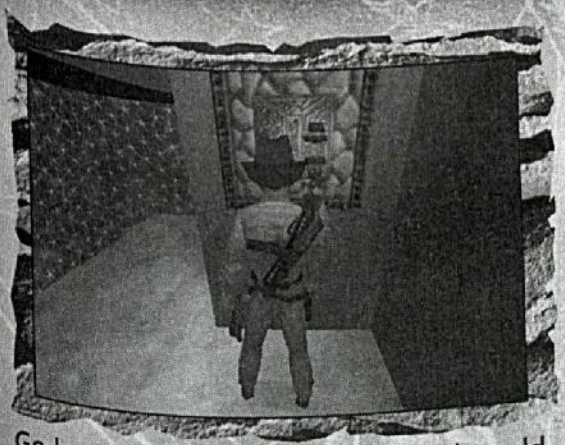
Turn around and hop across to grab the edge of the next triangular step. Pull yourself up, turn around, and hop across to grab the third step.



Pull yourself up again. And there it is! Nub's Part, the final piece of the Babylonian machine. Indy thinks it's an electrical battery of some sort. Grab it.

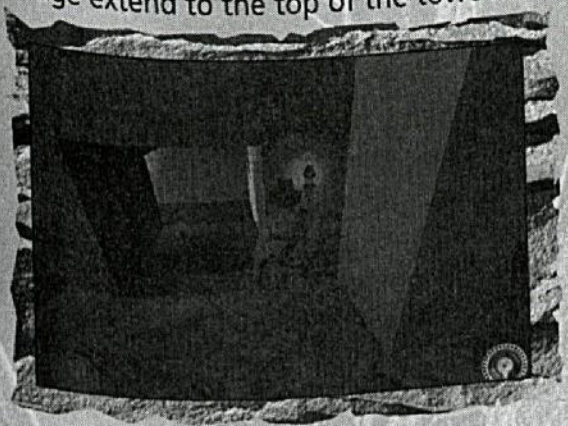


Now comes the fun part. Take a flying leap off the top of the tower into the water below. Damn, it's great to be Indiana Jones sometimes. Climb back onto the center platform.



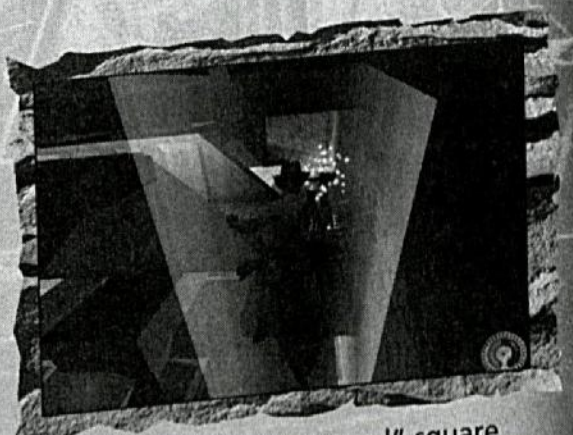
Go back to the opening and face the odd panel opposite the ladder. Activate Nub's Part from inventory and press Control to use it on the "power" panel. Watch the bridge extend to the top of the tower.

Climb the ladder again and take the new walkway across to the upper level.



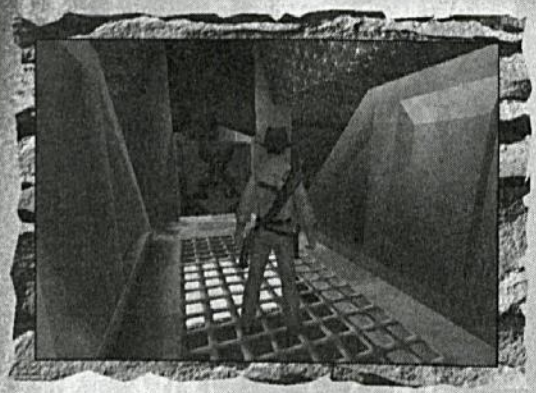
Walk around to the opposite side of the chamber and find the power panel in the left passage. Use Nub's Part on it to open the stone door next to the panel. Go through the door. Draw your gun and follow the passage, killing snakes along the way. Drop down the wall at the end and walk out into a room you've seen before.

Cross the room to the power panel at the bottom of the elevator shaft. Use Nub's Part to fire up the power panel. This powers up the elevator.



Cross the room to the "angel" square beneath a power panel. First, use Nub's Part on the power panel to open up the gate covering the blue crystal above. Now you can use Azerim's Part to levitate up to the walkway.

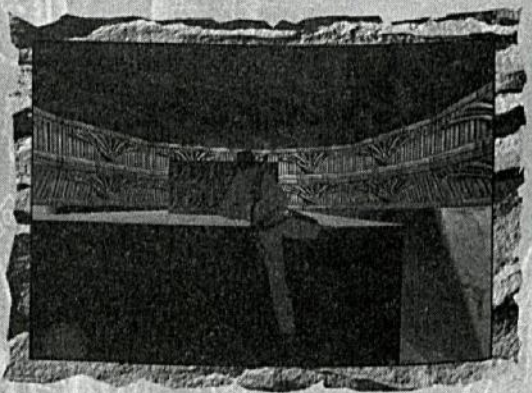
NUB'S TOMB



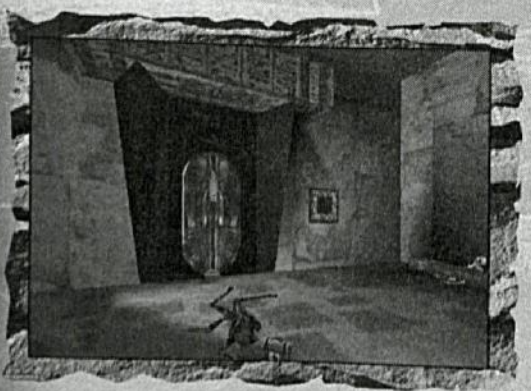
Step onto the grated walkway, turn left, and walk to the elevator occupied by the block you pushed onto it earlier. Pull the block twice to get it out of the elevator.

Crawl over the block and enter the elevator. Ah, the button is glowing now. Power! Go ahead, push it. Indiana rides to a new area at the very top of the Nub's Tomb complex.

Exit the elevator and walk around behind it on either side, climbing the stairs.

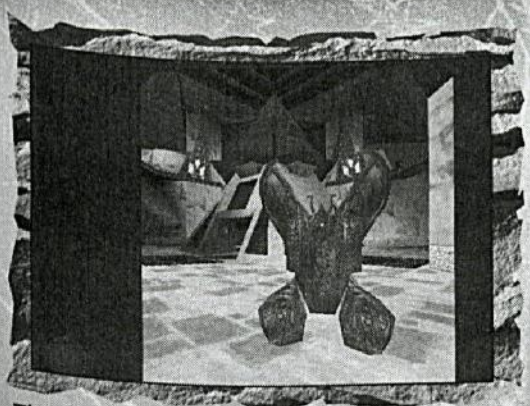


Jump and grab the edge of the backside of the elevator shaft. Pull yourself up and take the silver bar.



Return to the front of the elevator and walk forward over the caved-in dirt. Indy arrives at this door. Grab that Trauma Kit from near the skeleton, and then use Nub's Part on the power panel to the right of the door.

NUB'S TOMB



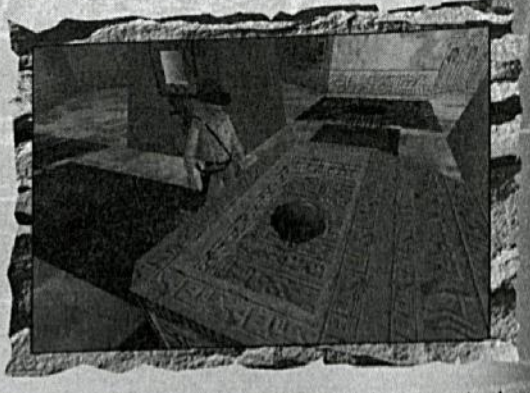
The door opens...but don't rush through. This deadly guard robot prowls the other side. Arm yourself with a heavy-duty weapon and blast him to little bolts.

Step on the pressure plate and move up against the sarcophagus.

Use Nub's Part on the power panel.

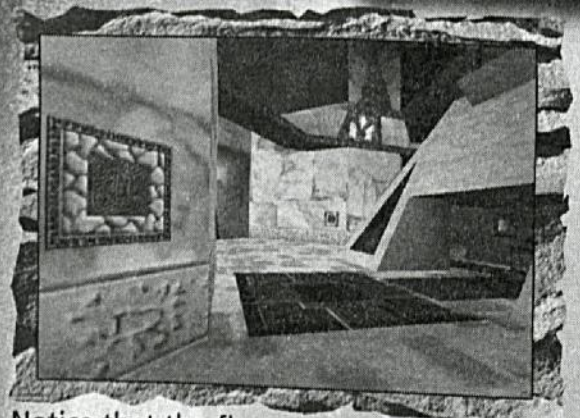
Approach that structure in the center of the room. Inside, you find an ornate sarcophagus. Who do you suppose is inside?

Press Control to open the sarcophagus. King Nub, I presume? Note that the power panel on the column behind Indy slides forward.

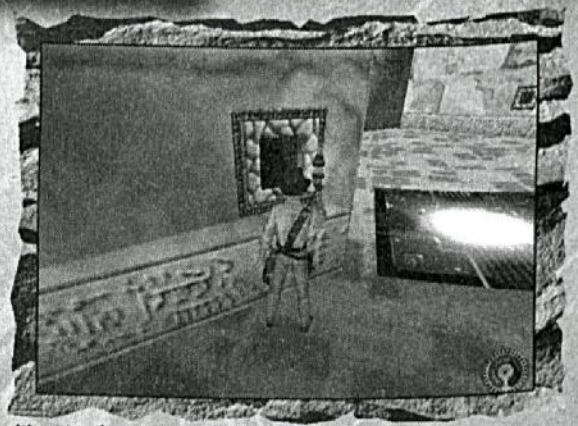


The polished ruby appears–Nub's Eye. Indy grabs it automatically. Hey, wouldn't you?

INDIANA JONES and the INFERNAL MACHINE



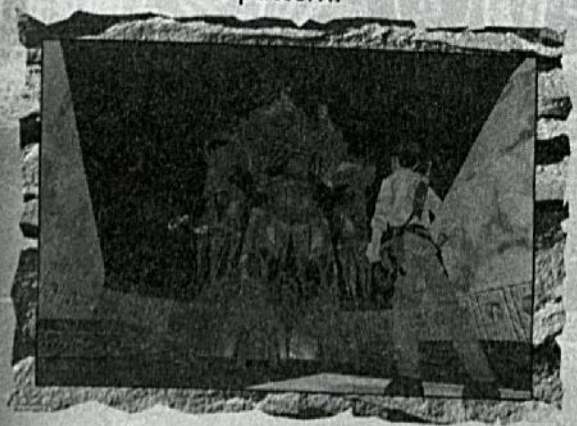
Notice that the floor near each of the four sides of the structure features a big circuit-like plate, with a power panel on the wall nearby.



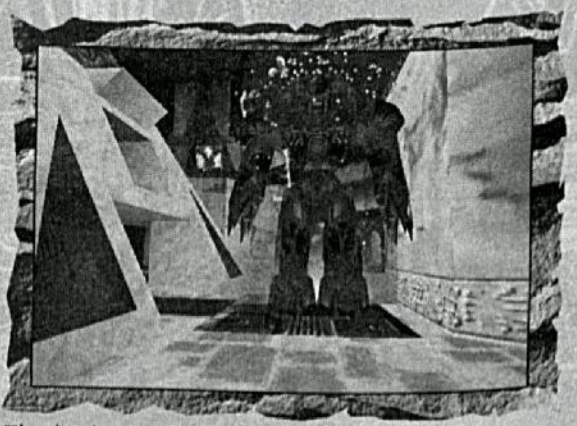
Use Nub's Part on each of the four power panels to power up the floor plates. *Warning: Don't step on a plate once it's active!* If you do, the power surge will fry Indy.

Approach the bronze-and-blue starburst pattern on the floor in the back alcove. Move Indy up to the small receptacle in the center of the pattern.

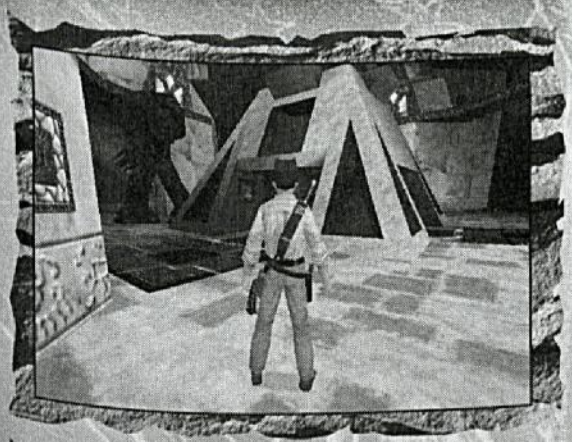
Use the ruby, Nub's Eye, on the receptacle.



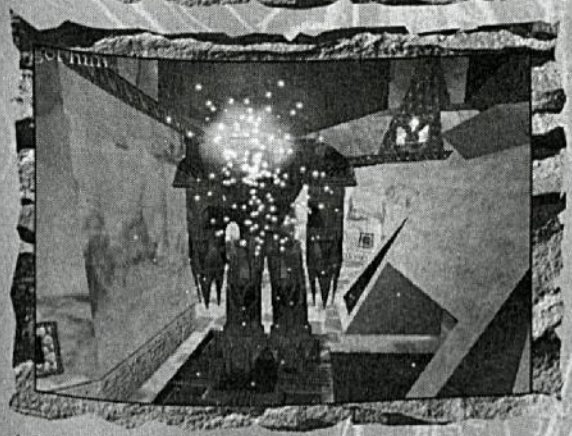
Oops. Indy just inserted the "baleful eye" into the massive mechanoid protector of Nub's Tomb. The eye fires a laser-like beam that means almost instant death. Beware of his claws, as well. *Run away! Run away!*



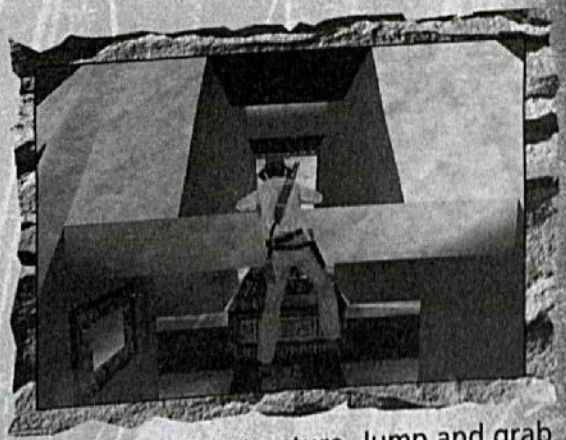
The bad news is none of your weapons–not even the trusty bazooka–have any effect on this lumbering monster. The good news is you can short-circuit the robot by leading it over those electrical floor plates you just charged up with Nub's Part.



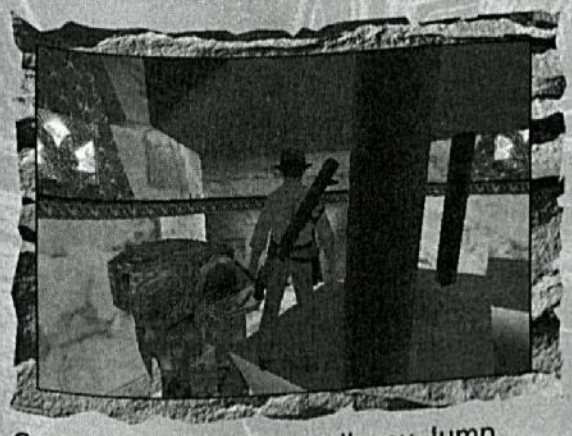
More bad news: the robot must step on an active floor plate six times before being disabled. This means you must use Urgon's Part to recharge two of the plates in the heat of battle after the bronze beast shorts them out. More good news: well, there isn't any more good news. Just run fast! Keep your distance. More important, use the center structure to cut off the robot's firing angles.



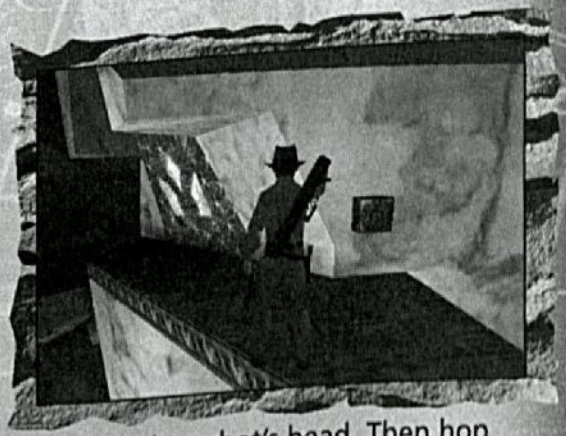
After the big guy finally bites it by stepping on his sixth active floor plate, he stops and the top on the center structure ascends.



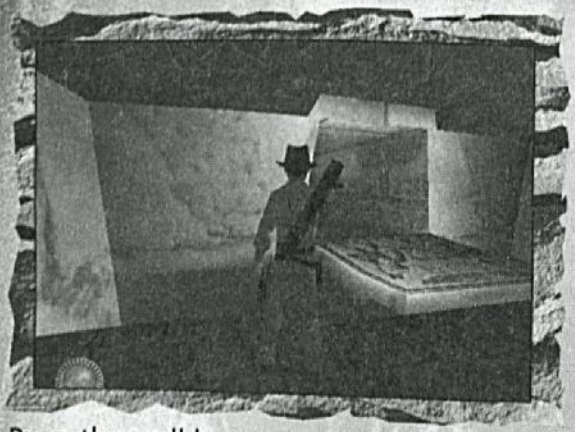
Go to the center structure. Jump and grab one of the two ledges and pull yourself up.



Go halfway down the walkway. Jump and pull yourself up again to reach the top of the structure. Hey, look! The dead robot has thoughtfully made himself into a perfect jump platform. What a guy!



Hop onto the robot's head. Then hop across to the room's upper walkway and find this wall button.



Press the wall button to lower this door/bridge behind Indy. Walk out the door and follow the passage to the end, climbing over obstacles.

Indy finally emerges into the light.

Now he faces an infernal choice: does he give the four machine parts to his CIA compatriots...

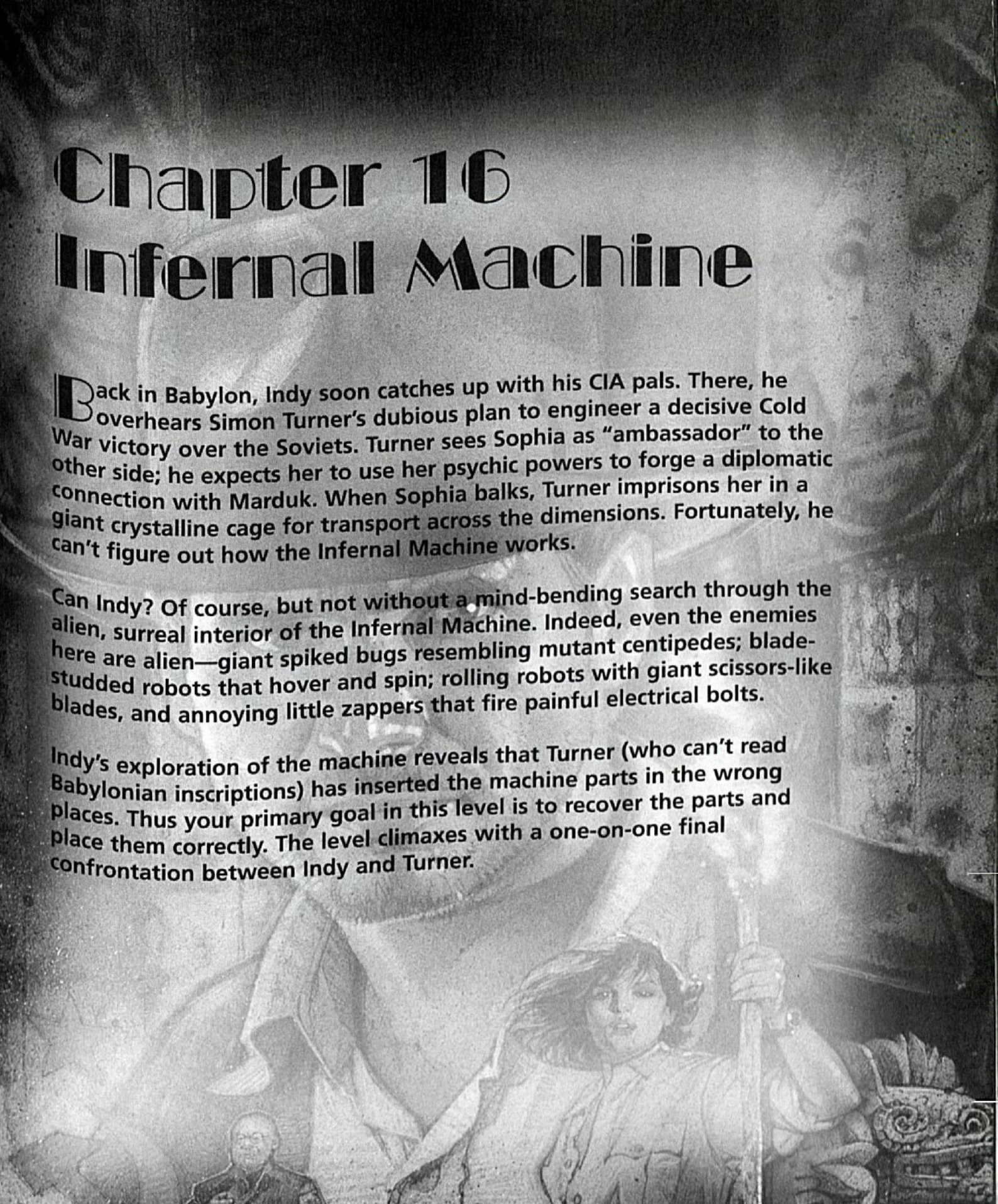
...or to his fellow professor, who happens to be packing heat? Watch the final cutscene and see for yourself.

Chapter 16
Infernal Machine

Back in Babylon, Indy soon catches up with his CIA pals. There, he overhears Simon Turner's dubious plan to engineer a decisive Cold War victory over the Soviets. Turner sees Sophia as "ambassador" to the other side; he expects her to use her psychic powers to forge a diplomatic connection with Marduk. When Sophia balks, Turner imprisons her in a giant crystalline cage for transport across the dimensions. Fortunately, he can't figure out how the Infernal Machine works.

Can Indy? Of course, but not without a mind-bending search through the alien, surreal interior of the Infernal Machine. Indeed, even the enemies here are alien—giant spiked bugs resembling mutant centipedes; blade-studded robots that hover and spin; rolling robots with giant scissors-like blades, and annoying little zappers that fire painful electrical bolts.

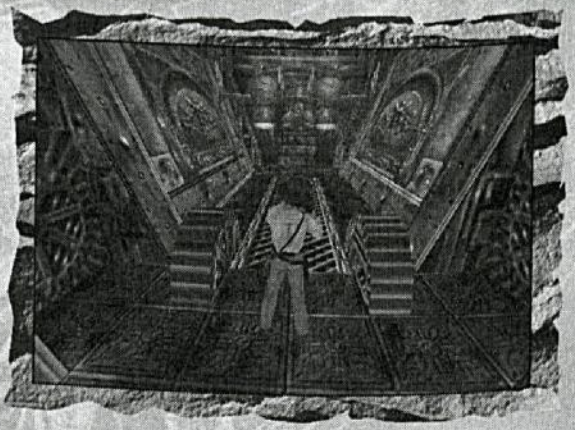
Indy's exploration of the machine reveals that Turner (who can't read Babylonian inscriptions) has inserted the machine parts in the wrong places. Thus your primary goal in this level is to recover the parts and place them correctly. The level climaxes with a one-on-one final confrontation between Indy and Turner.



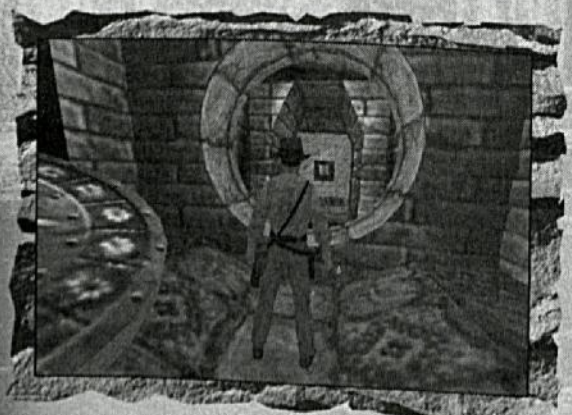
INDIANA JONES and the INFERNAL MACHINE

ENEMIES

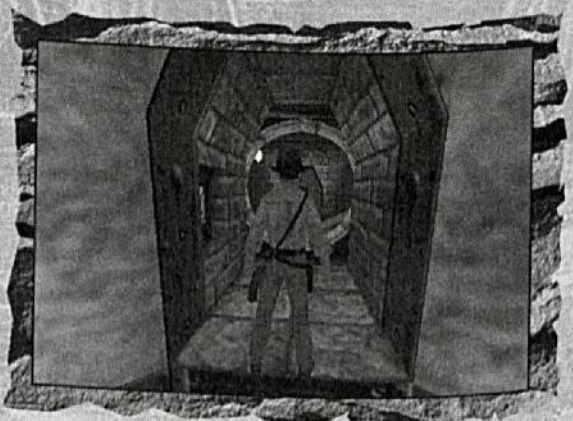
GUARDIANS
TURNER
GIANT BUGS



STEP BY STEP

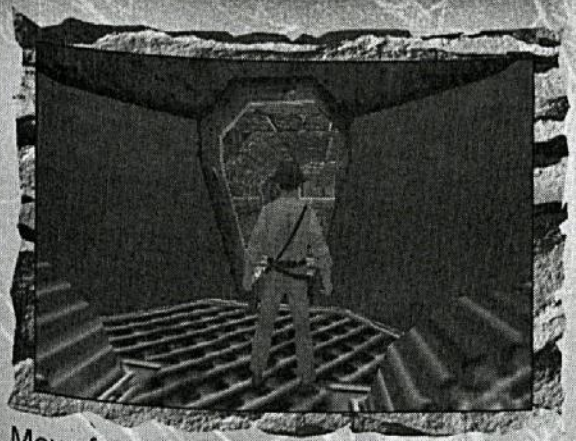


Indy has arrived back in Babylon. Things have really changed, and Turner and Sophia aren't around. Walk forward to the edge of the pit in front of you.



Turn around and descend the ladder.

INFERNAL MACHINE

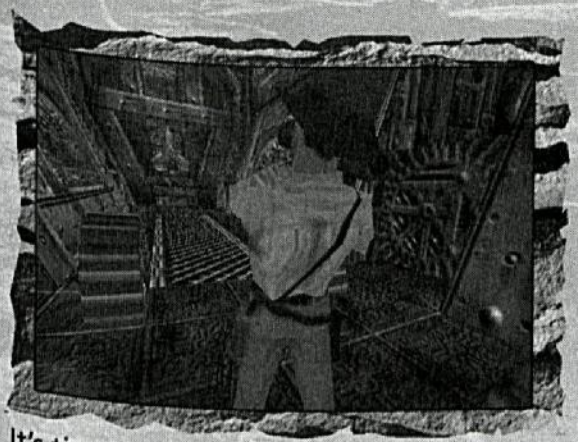


Move forward through the door.

To your left, you'll find some health items and bazooka rockets.

Now descend the ladder at the edge of the platform.

You find yourself in a very large, very strange room. Three mechanical guardians at the far end of the room wait to make mincemeat of you. (You can see only one from here, but two more hovering above to the left and right will swoop down once you step a few paces forward.)



It's time to pull out the heavy artillery—the bazooka.

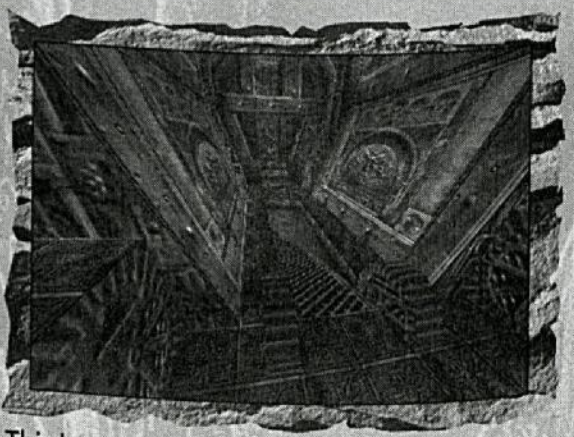
The three guardians come after you. You can take out all three with only one or two shots.

INDIANA JONES and the INFERNAL MACHINE

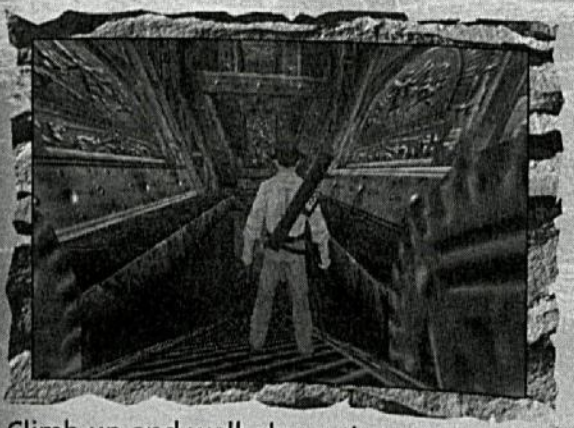
Cross the room and climb the stairs. The light gray floor beyond the stairs and in front of the face on the wall is an elevator platform that will ascend when you step on it.

To find out what lies *under* the floor, step on the elevator platform and then jump back. After it rises, jump into the pit beneath.

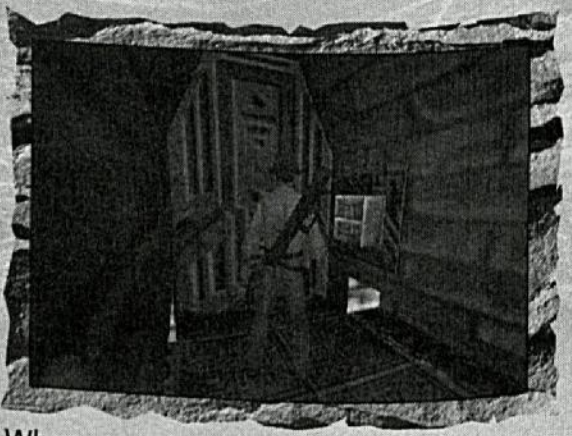
Press the button.



This lowers a ramp in the middle of the room.

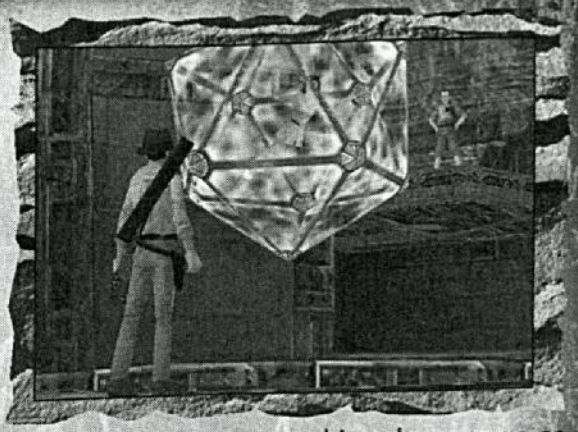


Climb up and walk down the ramp.

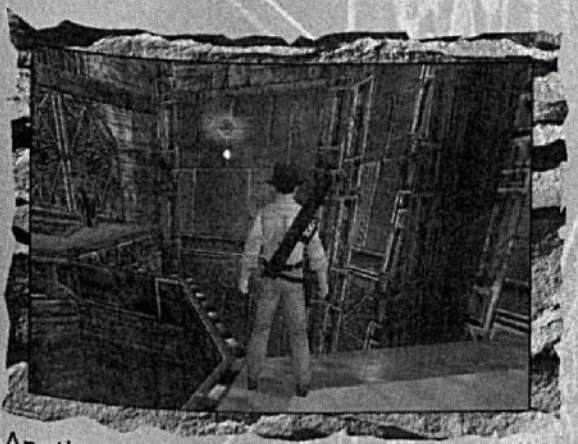


When you come to a closed door, press the nearby button.

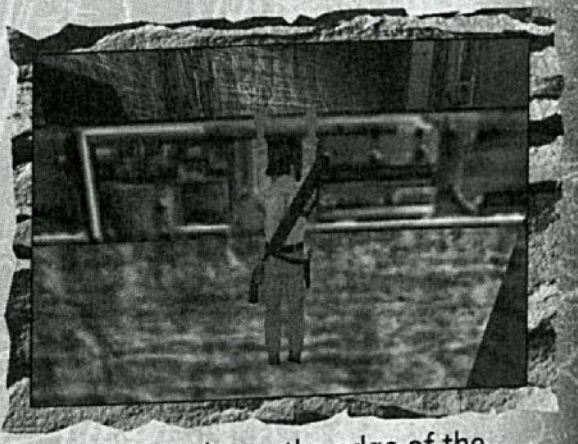
Beyond the door, you spot Sophia and Turner conversing on an overhead platform.



Sophia becomes trapped in a large cage as an invisible Turner (he carries Taklit's Machine Part) flees.



Another—junior grade—electronic guardian appears. This thing shoots bolts of electricity, so learn to recognize its characteristic hum, and take it down before it can attack you.



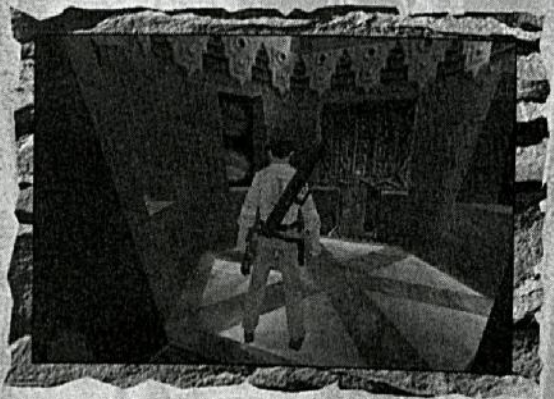
Walk to the right, to the edge of the platform, turn around, hang from the edge, and drop to the water below.

Emerge from the water here.

From the doorway, you can jump to the floor below.

Jump to this door next. Lightning bolts zap this hallway in a rhythmic sequence. Save here, then time your dash to make it safely across the tops of the platforms to the other end of the room.

Now make a quick running leap from this door ledge to the door on the other side of this pit.



Pick up Nub's Part from the pedestal in this room to shut down the lightning in the previous hall. You need to replace Nub's Part with Urgon's Part, but you don't have that yet.

You'll pick up two treasures here—this one, and another on the opposite side of the room.

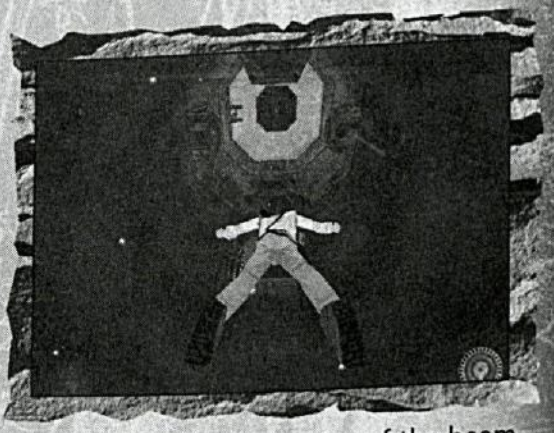
Jump back to the powered-down lightning room and pass through the hall to the room on the other side.

Jump down from this doorway and move across to the door on the far side.

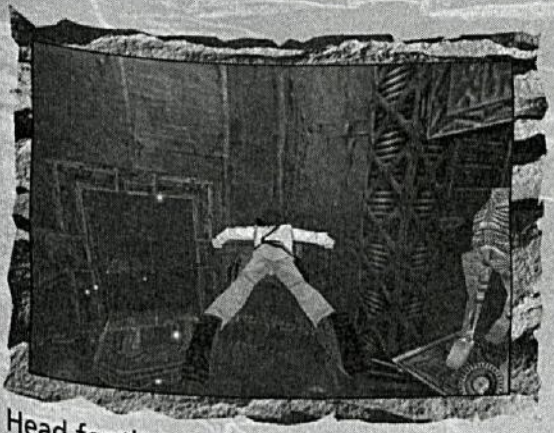
Draw your gun, and then push the button at the end of the hall to open the door.

Kill the giant bug just beyond the door.

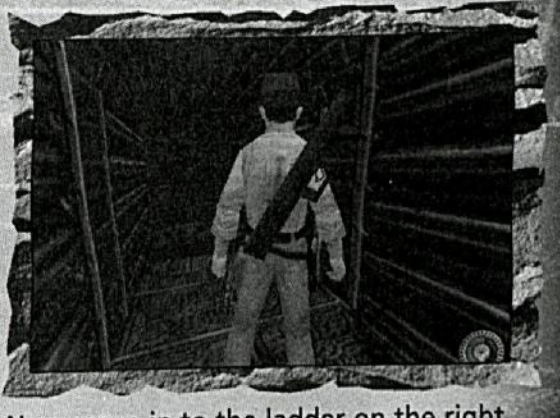
Save here. Now leap forward into the light beam and swim up. Ignore the treasure you can see on the other side; there's a safer way to get it later.



Swim straight up the center of the beam. Don't hit the platforms; they can knock you to the bottom and kill you.

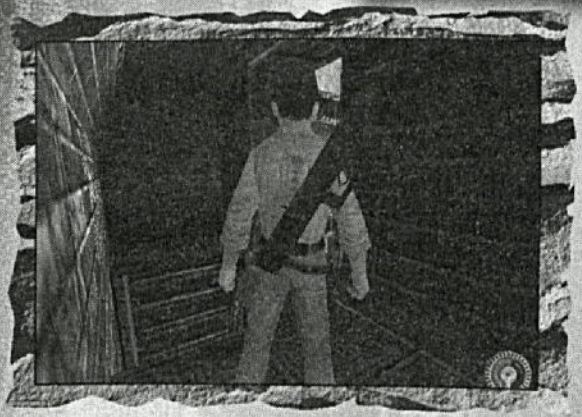


Head for the platform to the left of the four-legged robot.



Now move in to the ladder on the right and climb up.

INDIANA JONES and the INFERNAL MACHINE

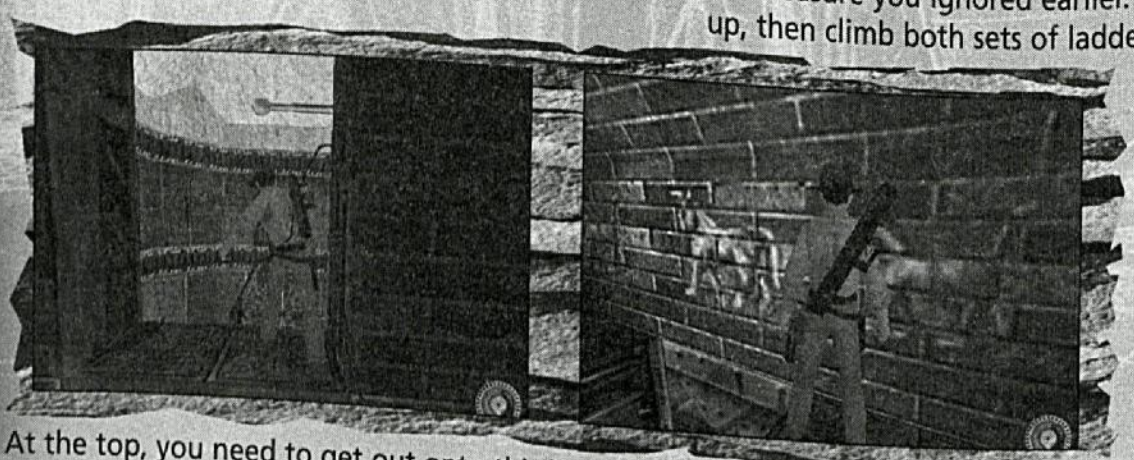


At the top, walk around the corner and find the gap with ladders leading down on each side.

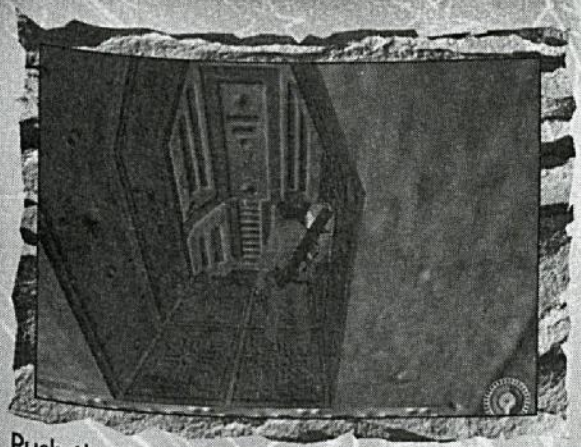
Ahead lies Azerim's Part. Again, you should replace it with another machine part, but you don't have that one yet, either.

Now turn around, go to the end of this platform, and descend the ladder.

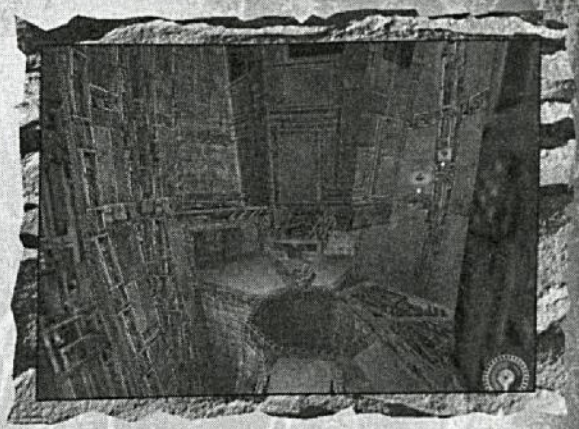
At the bottom of the ladder you'll find the treasure you ignored earlier. Pick it up, then climb both sets of ladders.



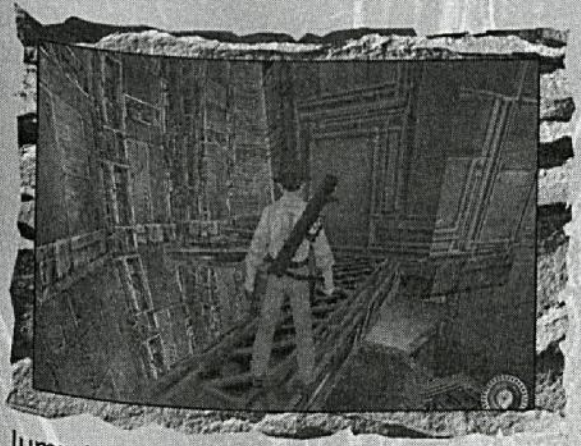
At the top, you need to get out onto this little platform between the ladders. This is one of the level's harder jumps. You can't get there by walking or making an ordinary jump from either side. Instead, walk back as close to the gap as you can (about to the position shown in the second screenshot). Then turn around and perform a simple jump forward. Once you make it to the middle platform, whip-swing from the overhead pole to the other side.



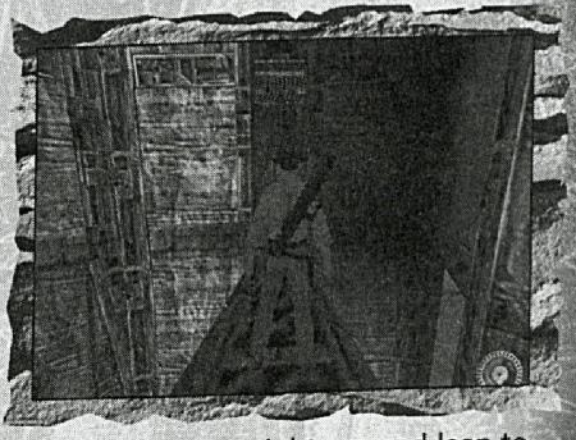
Push the button here to open another door.



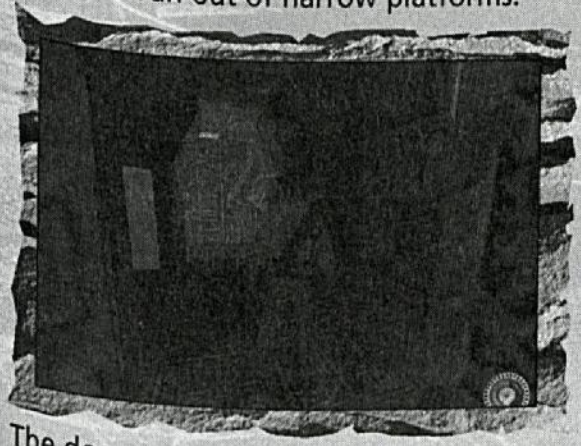
You're back in the room with the junior electronic guardians. Stay constantly at the ready to shoot them down. Jump from here to the narrow platform ahead, and from there to the next narrow platform. (Save first if you think you need to.)



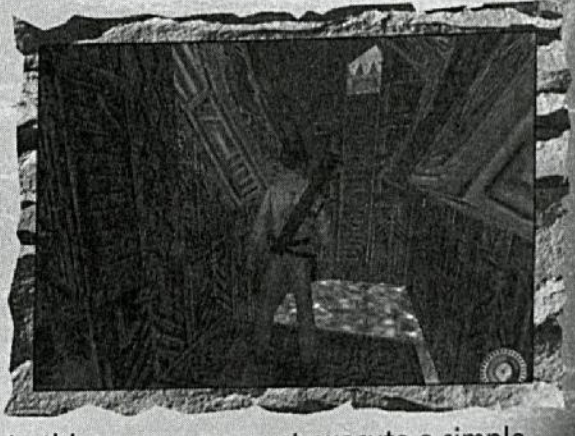
Jump to the next platform, and the next, killing electronic guardians as you go, until you run out of narrow platforms.



From here it's a straight run-and-leap to the door beyond.

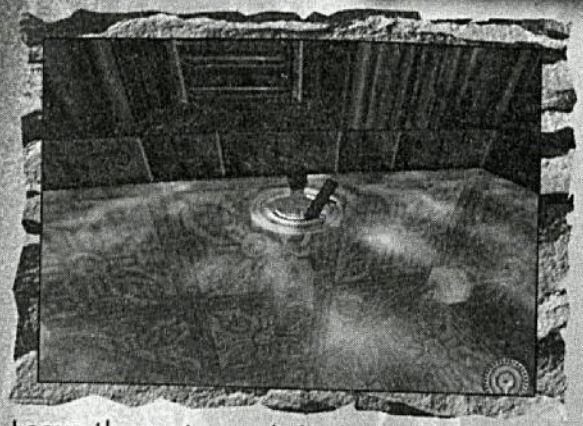


The door opens automatically. Now walk to the far end of the hall.

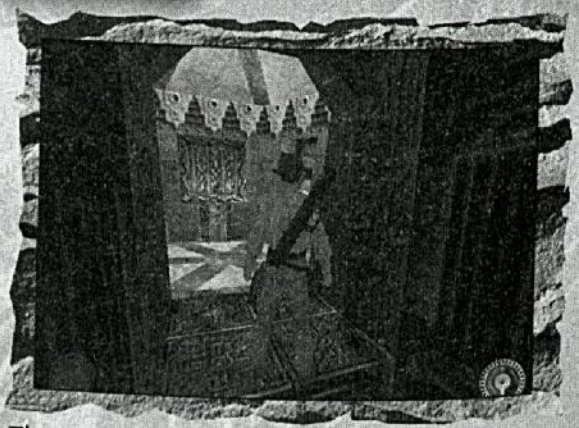


In this room, you must execute a simple dive and then swim to the other side.

INDIANA JONES and the INFERNAL MACHINE

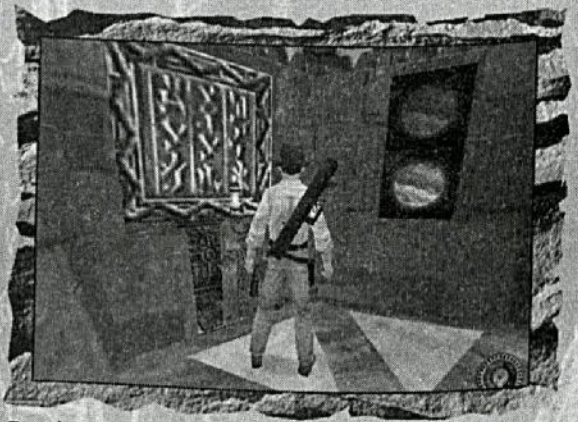


Leave the water and climb the ladder.

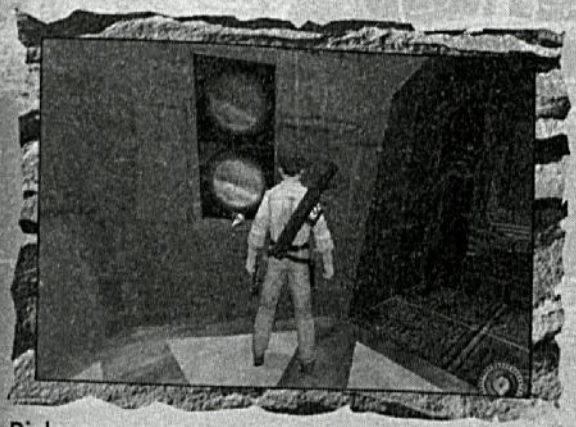


There is another machine part on a pedestal ahead.

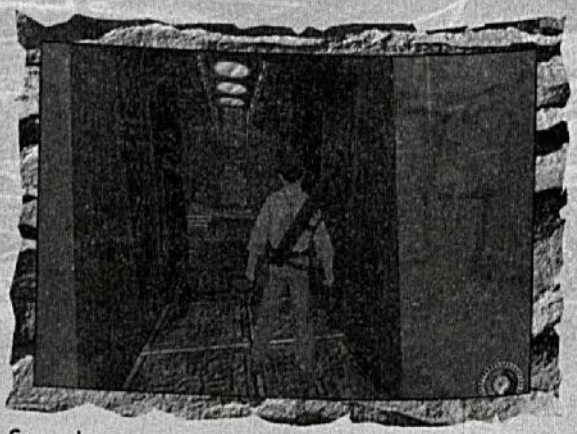
Pick up Urgon's Part.



Replace Urgon's Part with Nub's Part. (This triggers the appearance of a series of platforms that form a pathway over the water.)



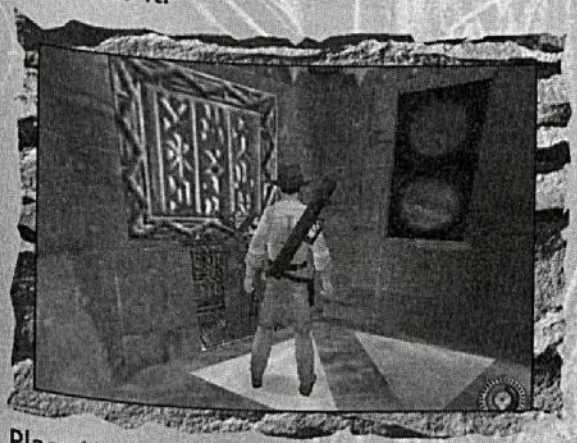
Pick up one treasure from this side and one from the other side of the door.



Save here. Now face the cascading platforms. Get the rhythm, then run and jump through.

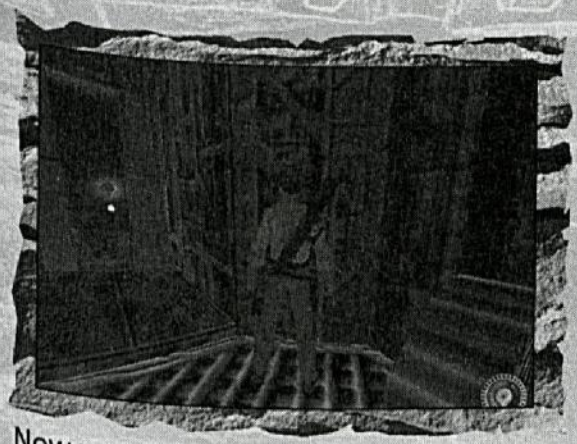
The elevator platform beyond the next door descends automatically when you step onto it.

At the bottom lies a room with an empty pedestal.

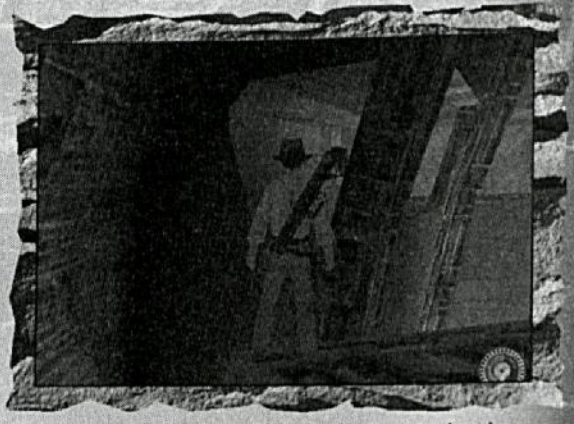


Place Urgon's Part on the pedestal.

Now return to the elevator and press the button on the right. This takes you up a floor; again, press the button on the right to go up another floor. There, press the button on the right. (You'll press three buttons in all.)



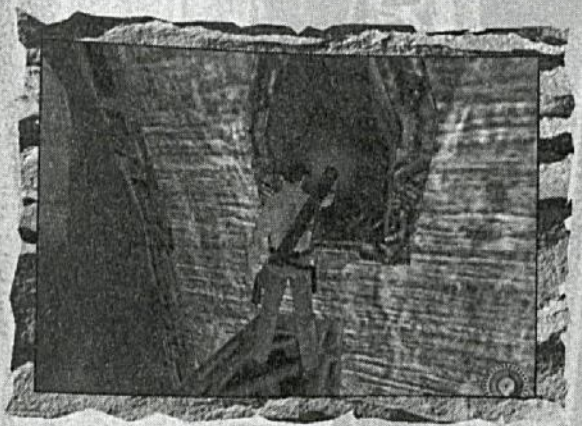
Now you must leap from the door to a narrow platform. You'll have to contend with electronic guardians again, so get out your gun.



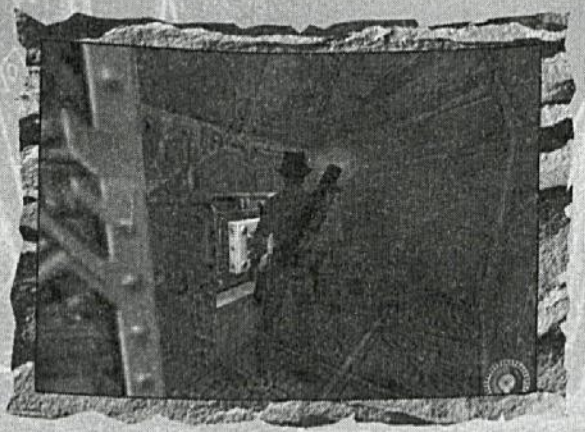
Now jump over to the hallway. It looks tough, but it's actually a fairly easy running jump.

Pick up two treasures in this short hall.

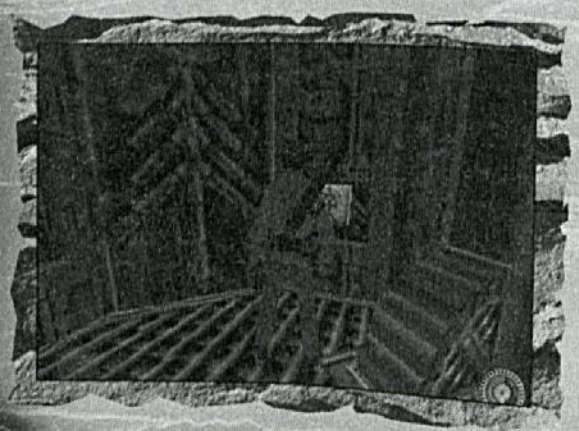
The jump from the end of the hallway to the next narrow platform is tricky, so save here. Now walk toward the end of the hallway. Stop at the first point along the left wall where you can *see* the platform you'll jump to (about where you stand in the screenshot). You should be able to make a running jump from there.



You must make a simple running jump from the platform to the doorway, but first shoot the bug you can barely see hanging out in the doorway.

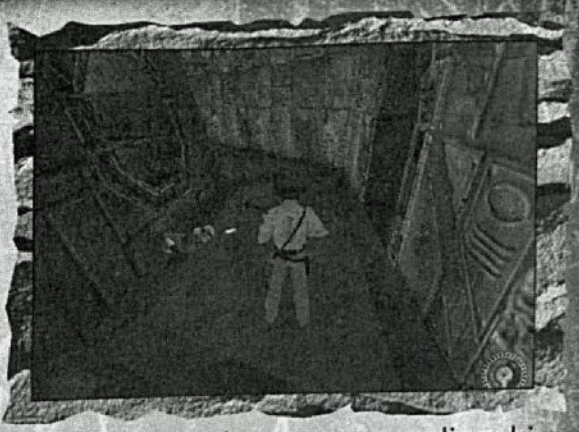


At the end of the hall beyond, press a button to summon the elevator.



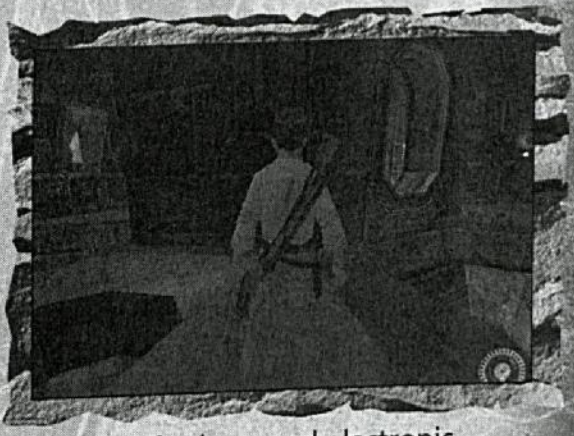
In the elevator, arm Indy with a powerful handgun (such as the machine pistol, but *not* the bazooka or the rifles, which are less accurate at close range). Save here. Then press the button to ascend one floor.

Leave the elevator and confront Turner, who disappears. Draw your weapon and be ready for Turner to reappear to the right. With a powerful handgun, you can take him out before he disappears again; otherwise you may have to play chase-and-shoot.



When Turner is down, you can relieve him of his gun, First Aid Kit, and machine part.

Now stand on an angel square and use Azerim's Part to levitate to the next floor.

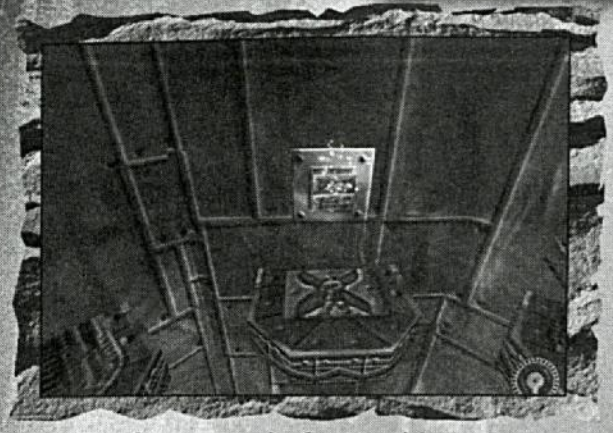


Watch out for bugs and electronic guardians there. Stand on the lip of the doorway to your right.

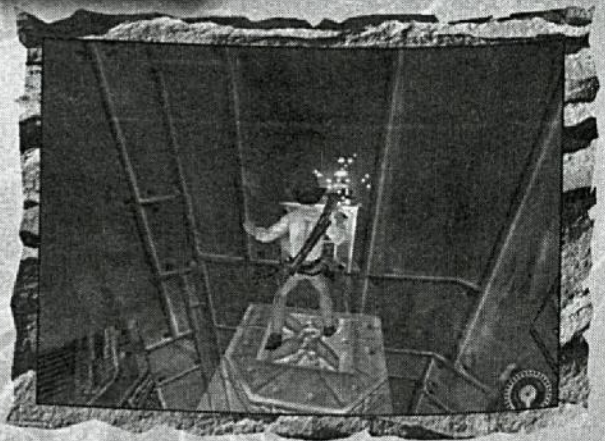
Jump from here.

The lightning ball in the center of this passage will take you out when you step inside, so quickly get out Taklit's Machine Part and activate it. The ball won't spot you now.

INDIANA JONES and the INFERNAL MACHINE

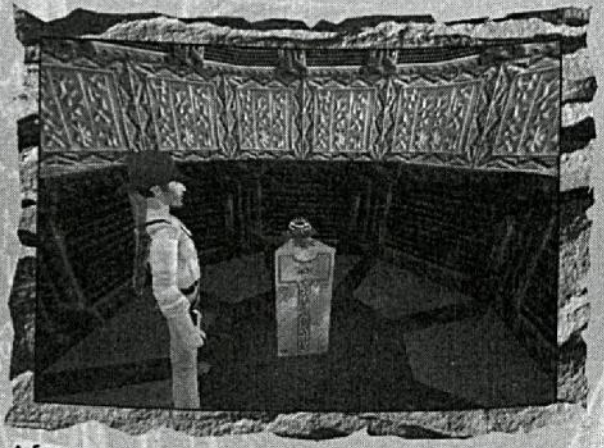


Now perform simple forward jumps to one of the angel square platforms and press the button to turn off the lightning ball.

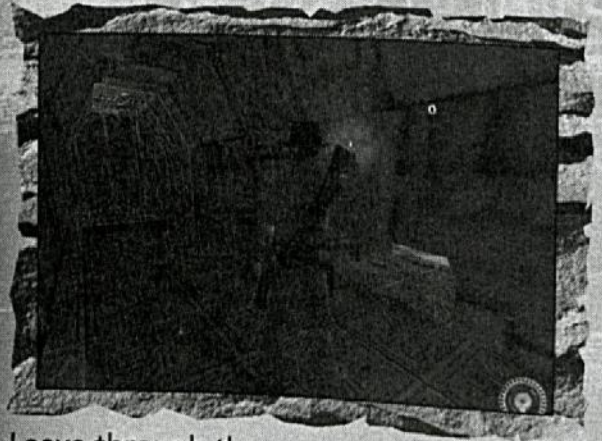


Again, use Azerim's Part to ascend to the next floor.

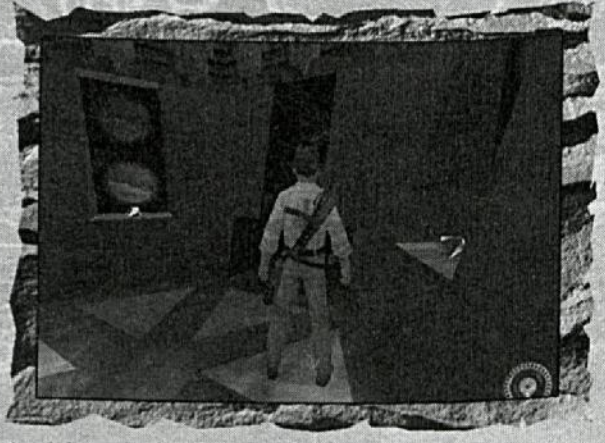
In this room, walk around until you can approach the pedestal with Marduk's head on it.



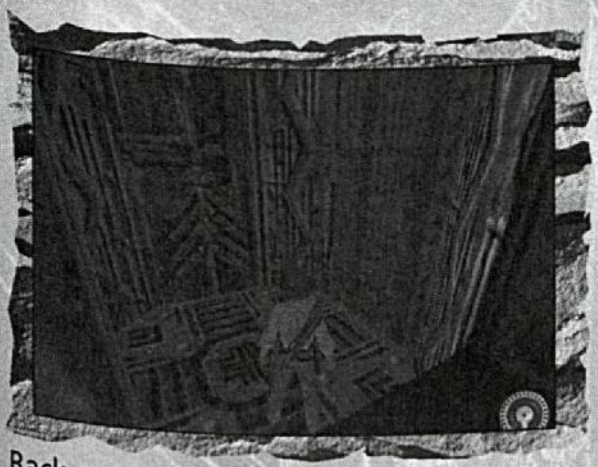
After Marduk has his say, pick up the head and replace it with Azerim's Part. This lowers the cage with Sophia inside and opens the door in this chamber.



Leave through the open door to find yourself in a corridor. A small crawl space lies on your right. It's hard to spot, so you may want to get out your lighter.

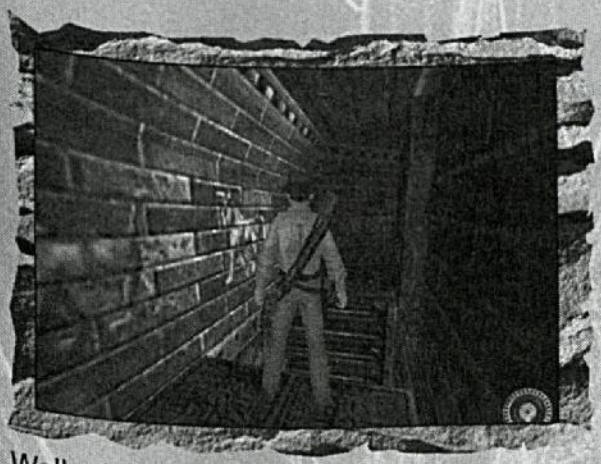


Inside you'll find two more treasures.

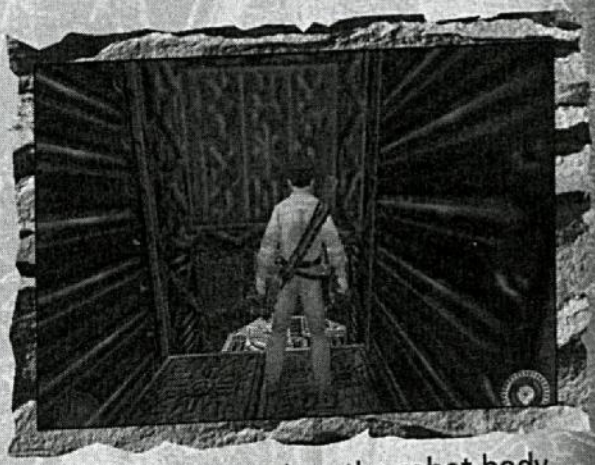


Back out in the hall, step onto an elevator platform and descend.

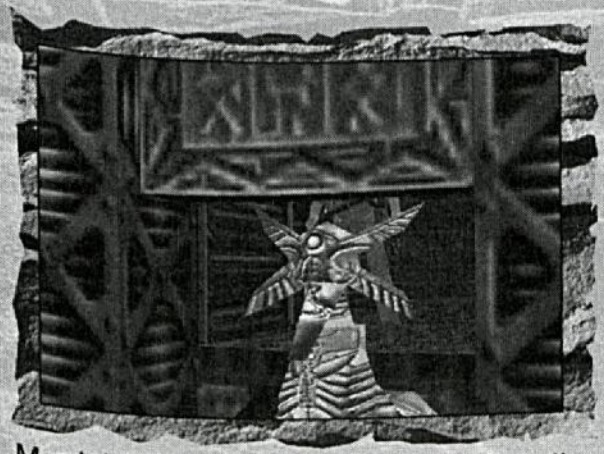
You're back on a level with the four-legged robot. Go through either door right or left of the robot, and then climb the ladder.



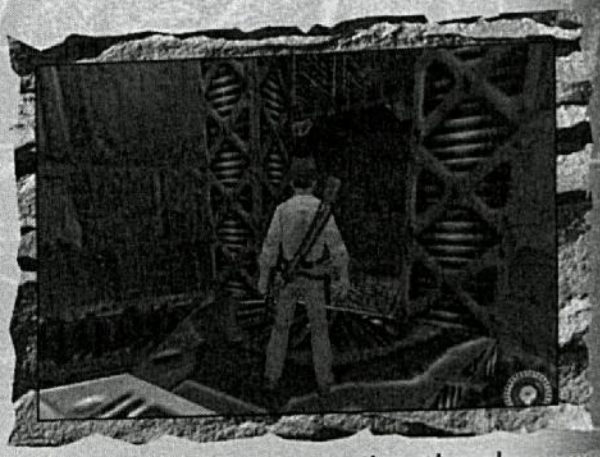
Walk along the hall to the gap with ladders and descend.



Place Marduk's head on the robot body.



Marduk takes a walk. After Marduk walks, descend the long ladder, pick up the gold idol in the alcove far below. Then climb back up.



Return to the elevator and to the place where Marduk was standing to grab another treasure.

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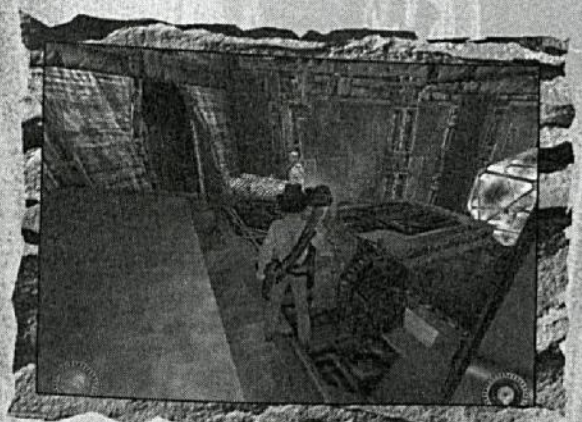
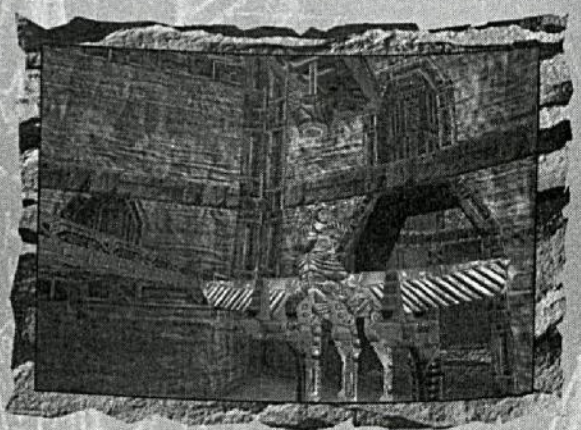
Turn around and walk out behind Marduk.

Climb the ledge to the right.



Walk to the control unit and use Taklit's Machine Part with it. Now move the levers in an effort to free Sophia: instead, both of you drop into the next level.



Marduk seems pleased.

Chapter 17
Aetherium

The final level of *Indiana Jones and the Infernal Machine* is wild, weird, and lots of fun. The other-dimensional Aetherium is disorienting at first. Just keep in mind that other dimensions have logic and structure, too.

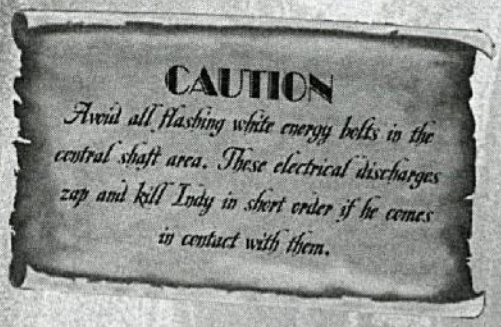
Marduk's realm features a square central shaft (where you begin) with four branching color-coded tunnels, a midlevel of corridors encircling Marduk's chamber (sort of his "headquarters"), and a huge lower arena where Indy's final confrontation takes place. All these levels are connected by tubes and shafts of "aether," an odd water-like substance that negates gravity.

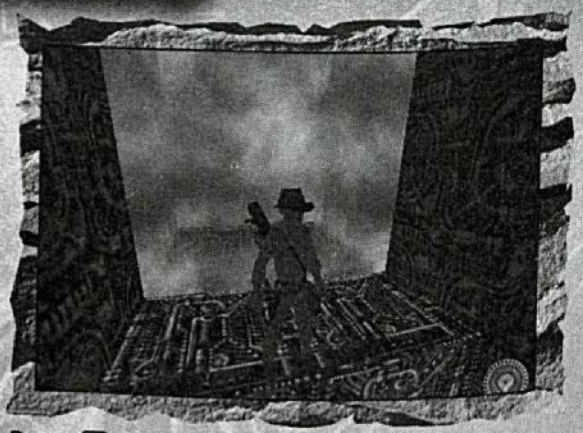
Two other key things to remember: First, your controls for movement through the tubes and columns of the misty Aetherium are the same as for swimming underwater. Press [X] to swim forward, and use the arrow keys to tilt up, down, left, and right. Second, keep an eye on your new Aetherium indicator in the lower-right corner of the screen. Diving into Aetherium for a "swim" saps Jones's energy, as measured by the indicator. When his energy runs out, he's a dead man. The only way to replenish energy is to spend time in any of the pockets of "reality" (of our own dimension) present in the level.

Enemies in this level include vicious little centipede-like "spikers," whose attack is venomous and requires an Anti-venom Kit as antidote; whirling "spinners" that look like mutant dragonflies and spit laser bolts; and, of course, Marduk himself. The Aetherium also features a secret "Easter egg" room destined to become legendary in the annals of gaming.

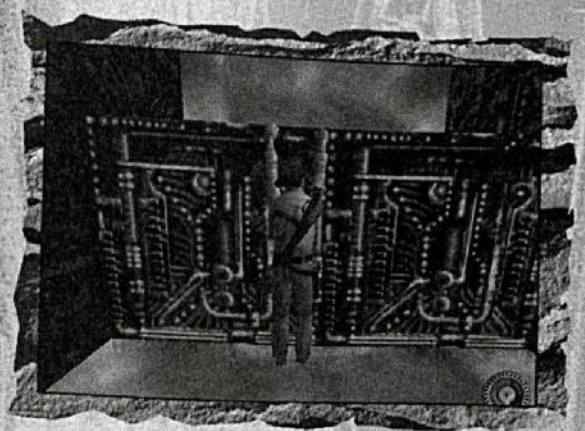
AETHERIUM

STEP BY STEP


CAUTION
Avoid all flashing white energy bolts in the central shaft area. These electrical discharges zap and kill Indy in short order if he comes in contact with them.

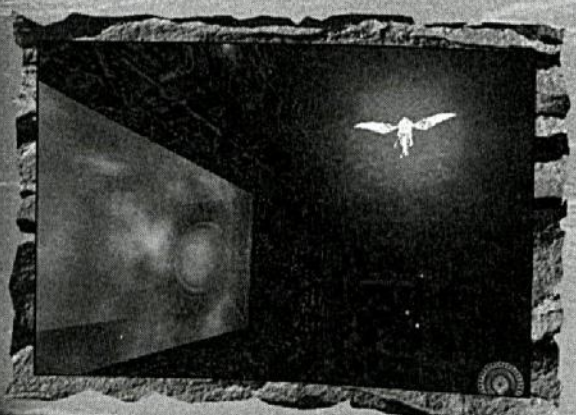


Press [X] to "swim" forward out of the Aetherium (stuff that makes you float) and land on this ledge. Walk forward to the edge.

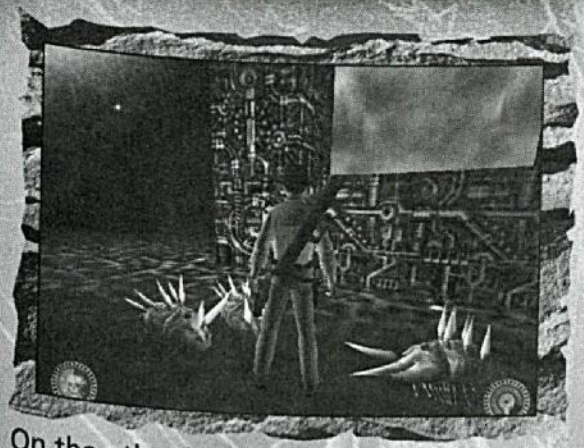


Turn around and back off the ledge to hang and drop. Indy lands softly in another patch of Aetherium, facing a tunnel with blue stripes. (If you leap off the ledge, Indy falls too fast, breaks through the Aetherium, and plunges to his death.)

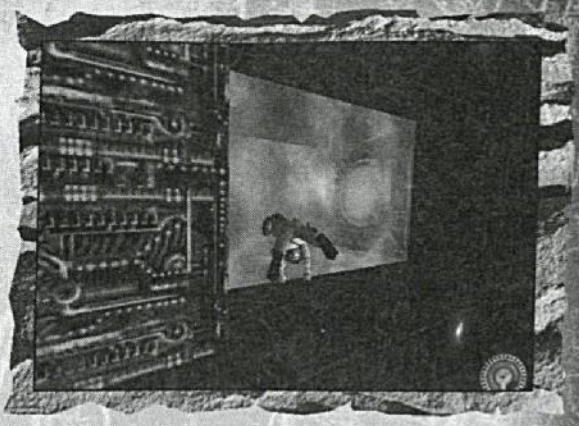
You'll get to this blue-striped tunnel in a minute. First, though, you need an important object. Turn right and swim out of the Aetherium and onto the ledge.



Don't worry about those big white bugs that look like flying seahorses; they're harmless. In fact, killing them may even be bad karma.



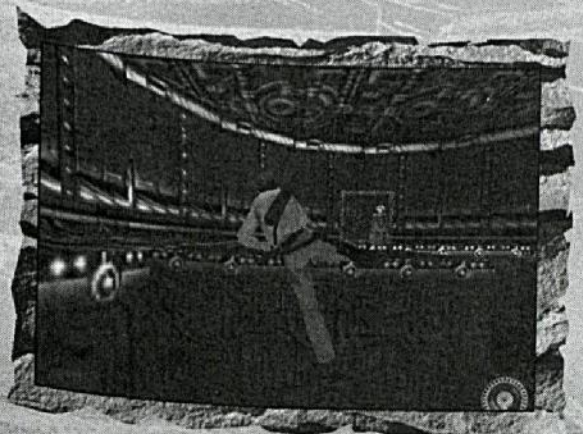
On the other hand, these ugly little spikers damage *and* poison you. (You'll meet some later.) Feel no remorse as you pump the hot lead of reality into these other-dimensional pests.



Angle Indy left to face the next ledge over. Move him close to the edge, then execute a forward roll; that is, hold down [Z] and press [↑]. Indy rolls neatly onto the next ledge. Use this maneuver to move from ledge to ledge. It's safer and more precise than a running leap.

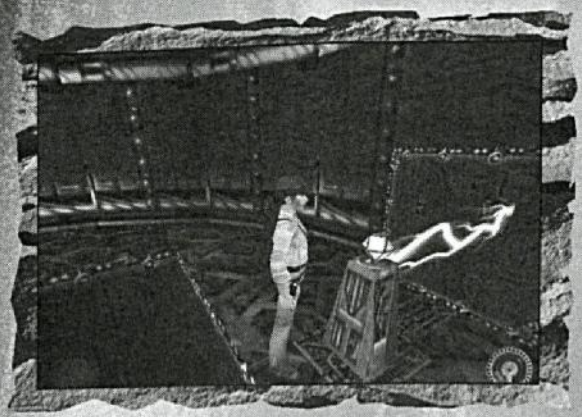
Dive into the Aetherium and turn left to see this tunnel with green stripes.

Swim to the end of the tunnel, following its twists and turns. (Again, the controls are the same as for swimming in water.) You end up in this spectacular blue room.

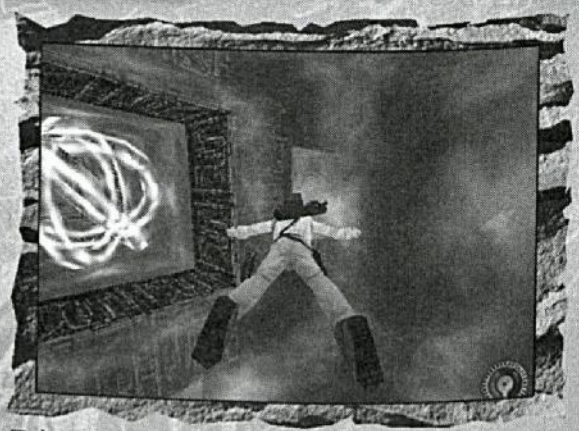


Take a running leap to either of the blue platforms ahead; Indy catches the ledge. Pull yourself up.

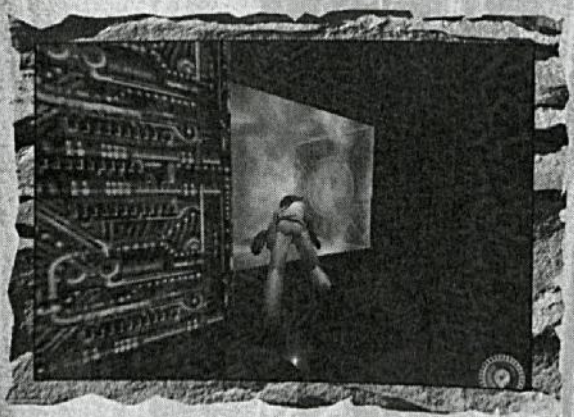
INDIANA JONES and the INFERNAL MACHINE



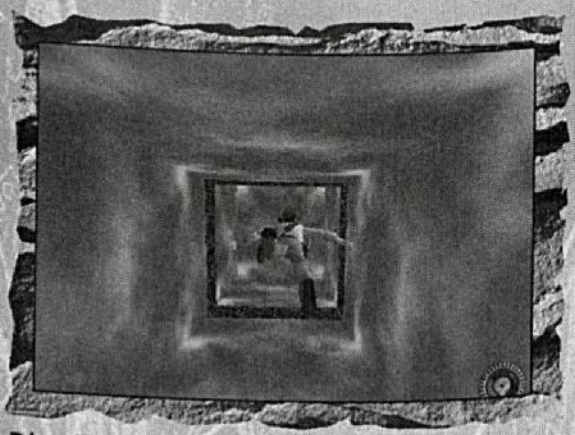
Walk to the orb-like object. Yes, this is the one and only "Tool from Beyond." Warning: Do not walk through that white energy beam! It hurts bad.



Take the Tool from Beyond. Then hop from the blue platform back across to the entrance area. Dive into the Aetherium and swim down the green-striped tunnel to where you entered, then turn left.

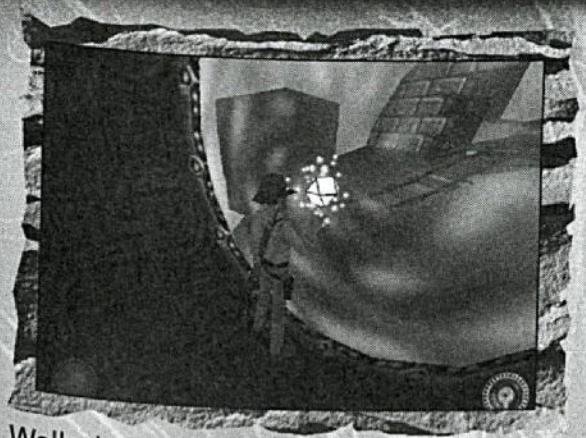


Swim out onto the ledge. Do a forward roll to the next ledge over.



Dive into the Aetherium and swim the length of this next purple-striped tunnel.

You end up in a blue portal sealed by a see-through dimensional barrier. If you touch the barrier, Indy points out that you can see a slice of ordinary reality on the other side—indeed, the mine entrance at Meroë.

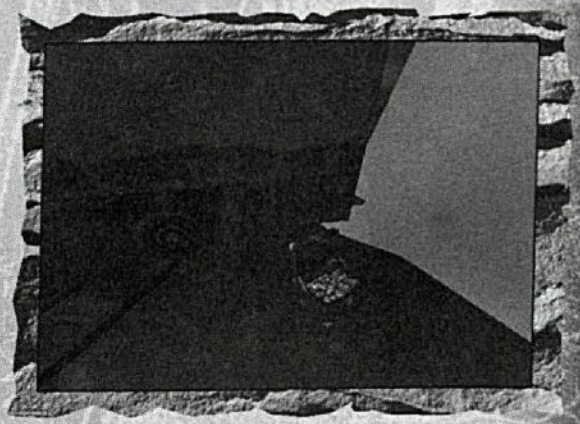


Walk close to the barrier. In inventory, activate the Tool from Beyond. Press Control to use it. The dimensional barrier dissipates.

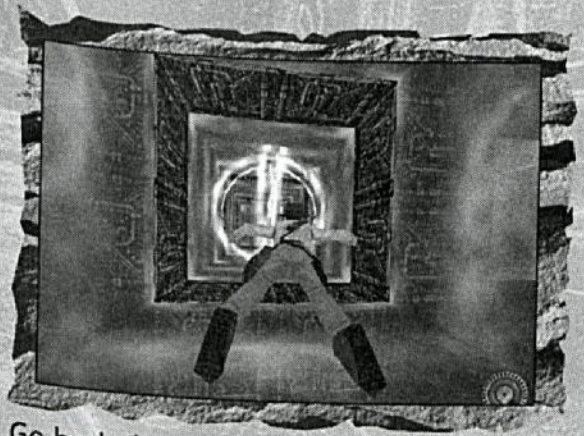
NOTE

Watch what happens to Indy's Aetherium indicator at the lower right when you step back into reality. See? Despite some evidence to the contrary, reality IS good for your health.

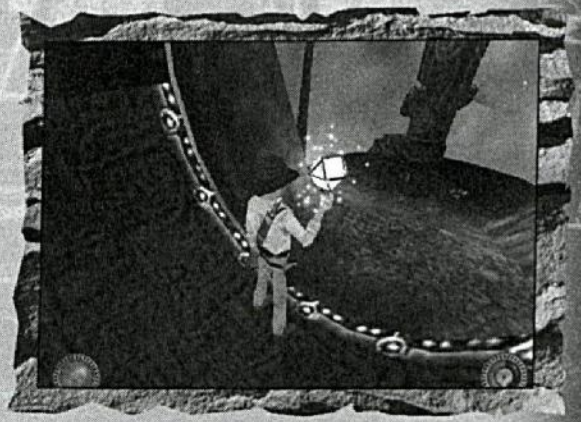
Walk to the mine entrance and pick up the Anti-venom Kit. You may need it later when you run into those venomous spiker creatures.



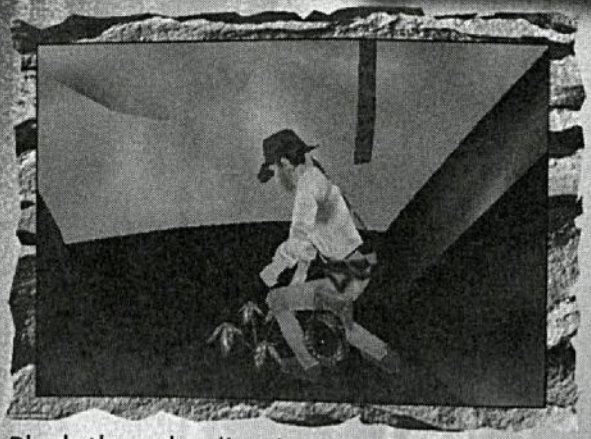
Don't miss this cash box near the truck. Cash is always good, particularly since you haven't seen many ATMs in Marduk's dimension.



Go back through the dimensional portal and swim back down the purple-striped tunnel. At the end, turn left and swim onto the ledge. Make another forward roll to the next ledge and swim the length of the orange-striped tunnel.

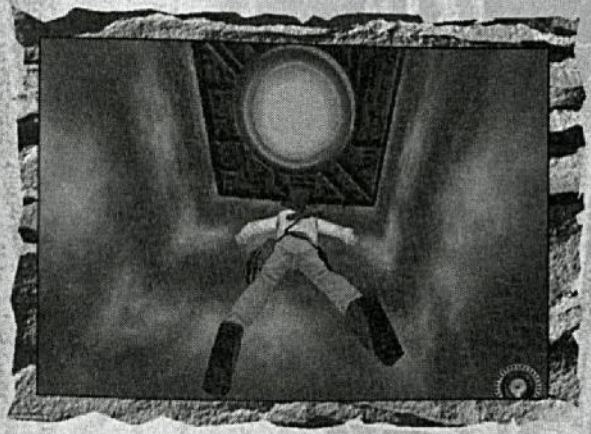


At its end you find another dimensional portal. Use the Tool from Beyond to dissipate the barrier, then step forward for another dose of reality—Palawan Island.

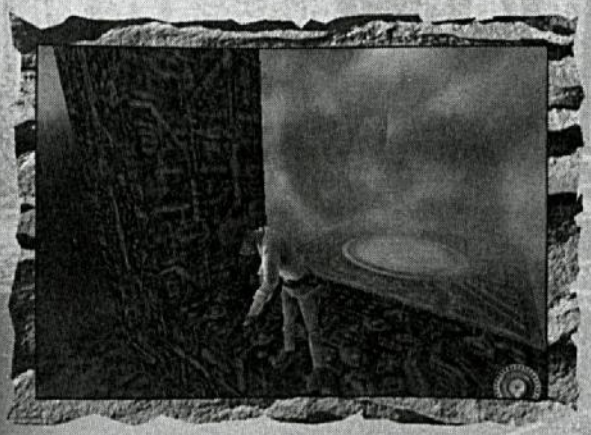


Pluck those healing herbs from the ground next to the statue.

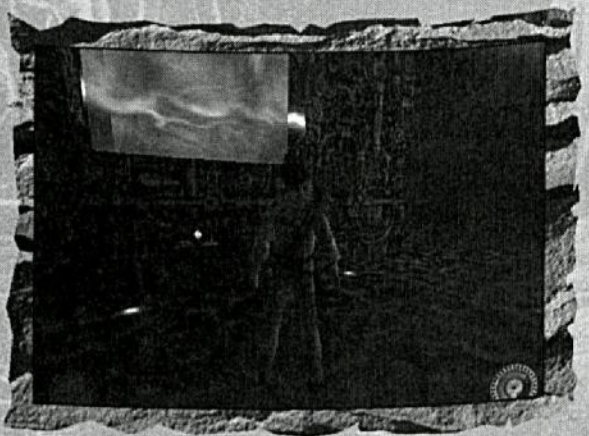
Don't forget these silver coins on the other side of the statue.



Go back through the portal and swim out of the orange-striped tunnel. This time, when you reach the glowing green circle at the end, swim *down* instead of turning left. (Note: This is just a treasure hunt diversion. If you don't care about wealth and riches, skip this trip down and go left to the next ledges and the blue-striped tunnel.)

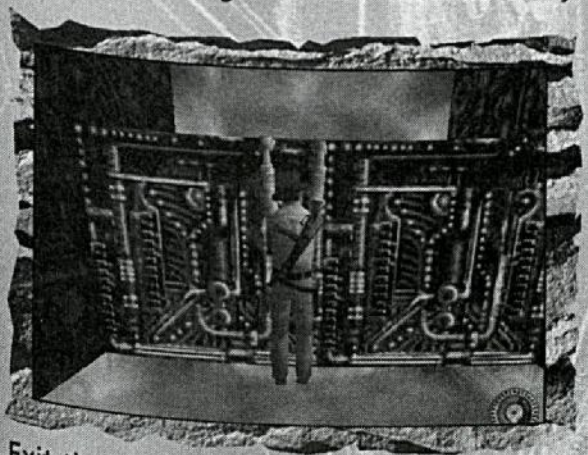


Indy drops to the bottom of the Aetherium shaft, where spiky bottom-feeders dwell. Immediately climb up onto the ledge to avoid the poisonous creatures (but don't climb either of the ledges with the power bolts!). Draw your weapon and slaughter the little slugs at your leisure.



When you've eliminated the spikers, hop down and walk around the corner to find this crawl space under the energy-bolt ledge.

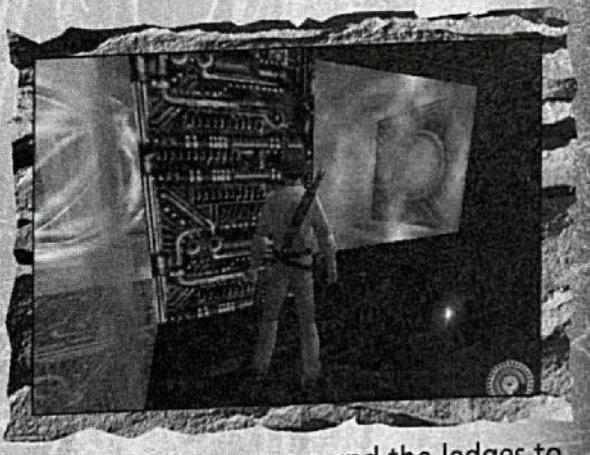
Crawl to the beautiful Aetherium gem and add it to your bag of interdimensional booty.



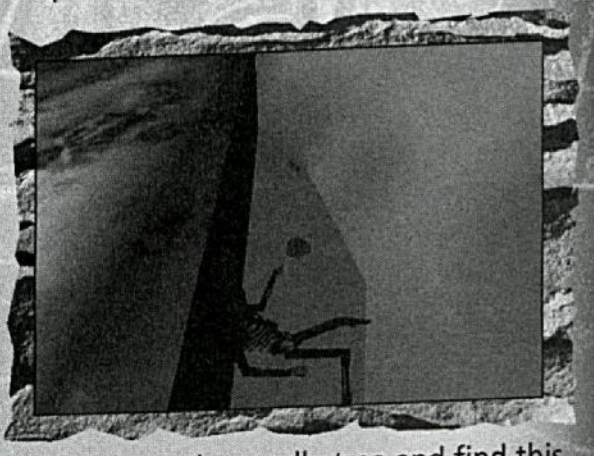
Exit the Aetherium onto a safe ledge—again, avoid those ledges spitting white bolts. Do as you did at the start: turn around, back off the ledge, and drop softly into the Aetherium.

Swim up the blue-striped tunnel to the dimensional portal. Say, that looks an awful lot like the candle tree from the Tian Shan River, doesn't it? Use the Tool from Beyond to get through the barrier.

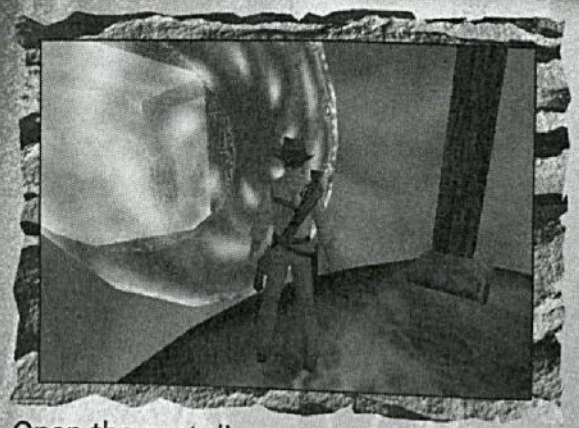
Crawl out of the low space and go around the corner to a safe ledge. (Remember, avoid the energy bolts.) Climb up, dive into the Aetherium, and swim through the white twirling doughnuts to the top.



Now work your way around the ledges to the blue-striped tunnel. (If you check your map, it's the one facing the north wall.)

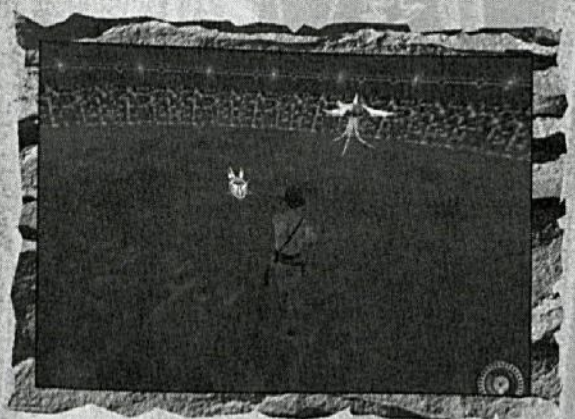


Turn right at the candle tree and find this nearly hidden ledge holding a skeleton, some gold coins, and a First Aid Kit. Take all but the skeleton.

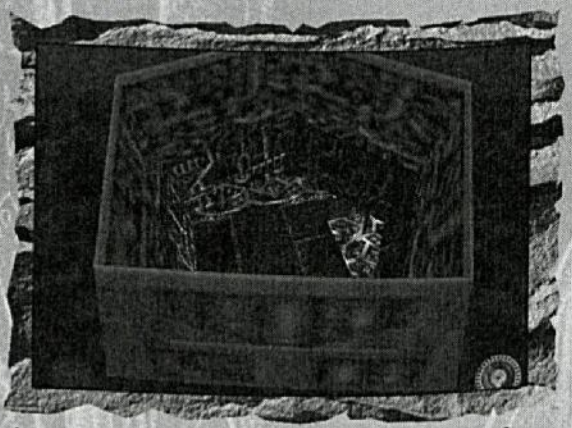


Open the next dimensional portal with the Tool from Beyond. Follow the passage to another patch of Aetherium, then dive into a continuation of the blue-striped tunnel.

Follow the blue-striped tunnel all the way to its end. You find yourself hovering over a room. Swim down to drop into it.



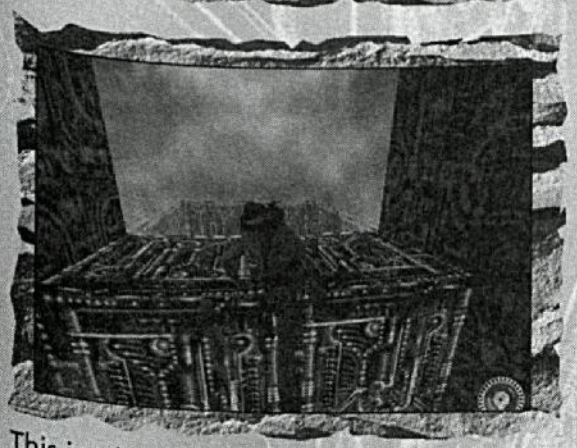
Just ahead lies another patch of Aetherium. Above the arena on the far side floats poor Sophia in her glass cage. Two poisonous spikers and a pair of flying spinners roam the arena. Swim into the arena, whip out a gun, and blast both sets of pests.



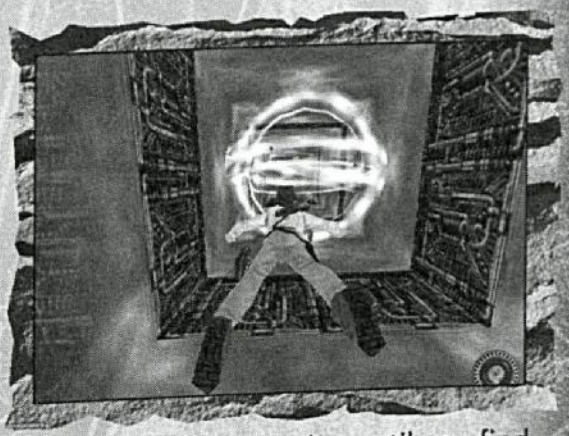
Approach the opening in the center of the arena. If you get close and look down, you see the blue room where you found the Tool from Beyond. Get ready to find hidden treasure...and the game's wildest Easter egg.

The Monkey Island Easter Egg!

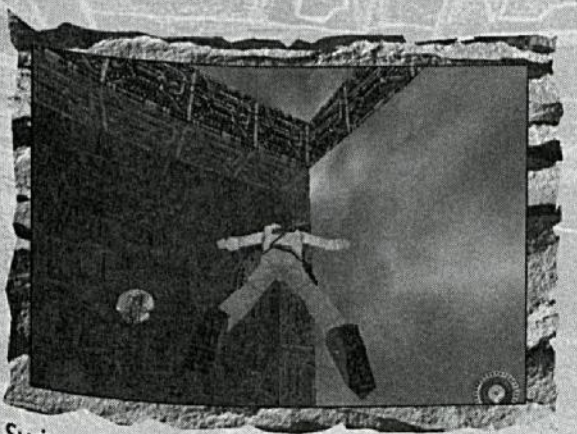
Back up and take a running leap into the opening in the center of the arena. You'll probably fall through the center of the blue room into the Aetherium below. On the other hand, you *might* land here on one of the two center platforms in the blue room. If so, just hop down into the Aetherium.



This is where you started the level. You goal is to return to the Palawan Island slice of reality. Swim onto a safe ledge (avoiding energy bolts), back off the ledge to hang down, and drop softly into the Aetherium.



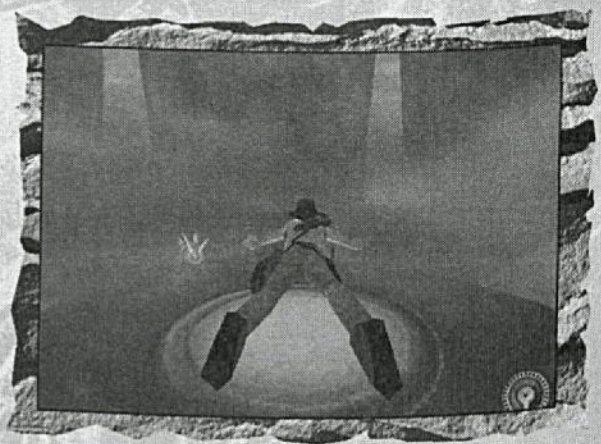
Move from ledge to ledge until you find the orange-striped tunnel again.



Swim down the orange-striped tunnel to the end. But instead of going down the portal to Palawan Island, turn around to see a small, new tunnel.

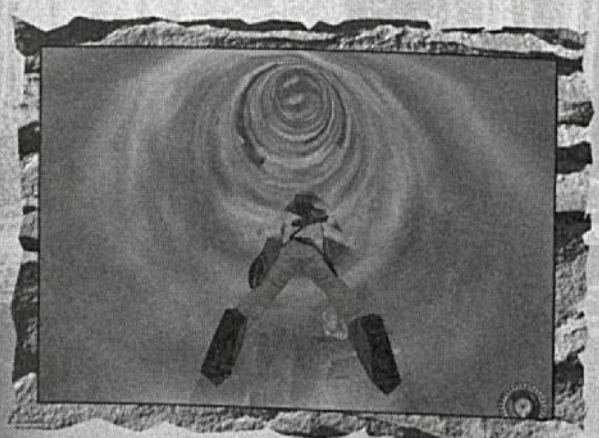
Climb into the tunnel and walk forward. Keep an eye on Indy. Whoa!

Welcome back to Monkey Island, Guybrush. Be sure to nab that gold idol in the small chest. Take a peek at the portraits of all the strange people on the walls. Test: Can you find Steven Spielberg?

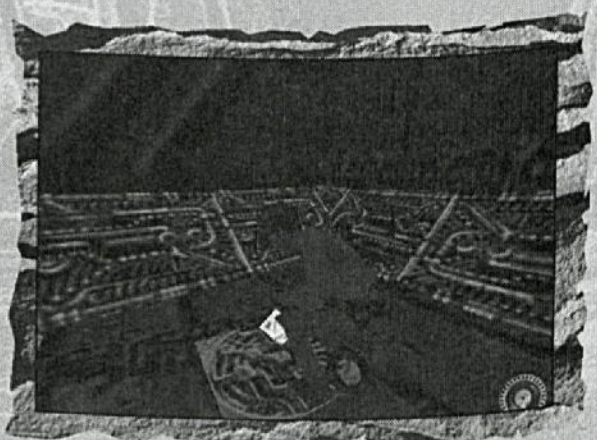


Exit the room, swim the Aetherium to the end of the orange-striped tunnel, and turn left. Forward-roll to the next ledge. Follow the blue-striped tunnel—go down both sections of it, including the small Tian Shan River slice of reality—until you return to the entrance to the arena where you started the whole Monkey expedition.

END "EASTER EGG" SECTION



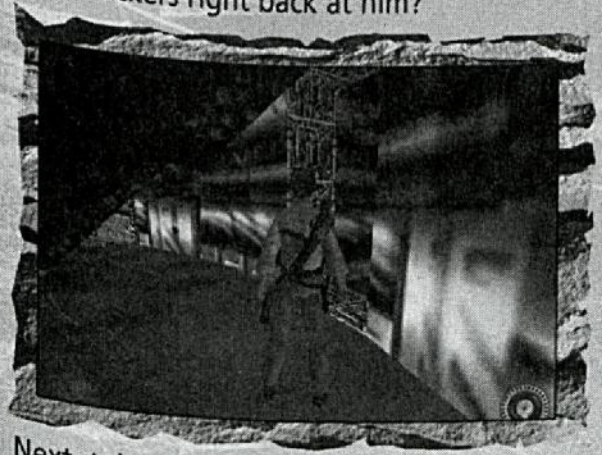
Walk forward into the Aetherium and rotate up. You should see a big, long tube of Aetherium with several openings. Spin so the arena is "below" you and swim to the first opening on the right-hand side of the tube.



An Aetherium gem! Grab it and hop back into the Aetherium.

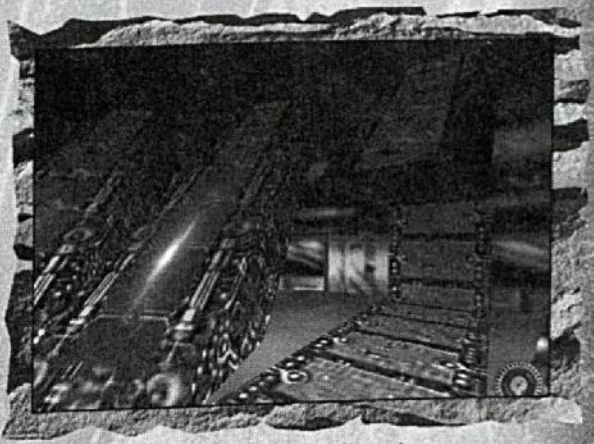
Swim up and follow the tube to the end. You reach this room. Continue forward to drop into the room.

Boy, Indy's pretty sarcastic, considering he's totally outgunned by the evil other-dimensional master. Your weapons can't hurt him. In fact, the only attack that might phase Marduk is his own energy-bolt blast. Wouldn't it be great if you could reflect those suckers right back at him?

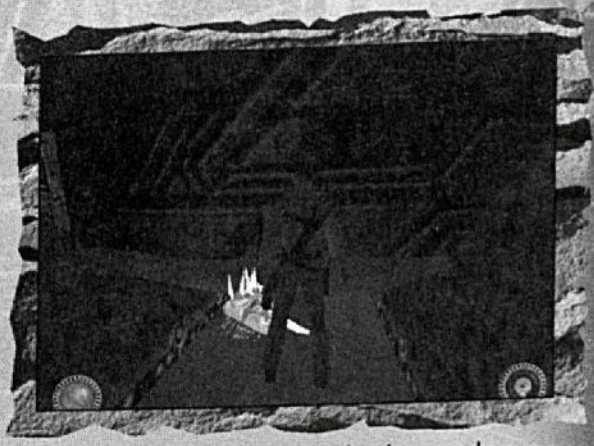


Next, take the first right turn down the passage with the blue stripe. Dive into the Aetherium at the end of the passage.

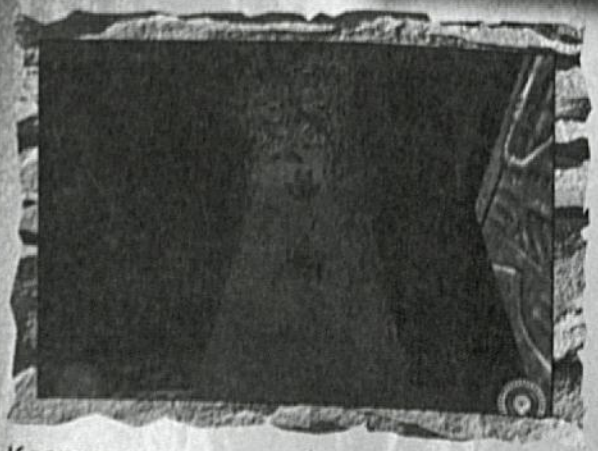
Hi, Marduk! Nice pink jewel you've got there.



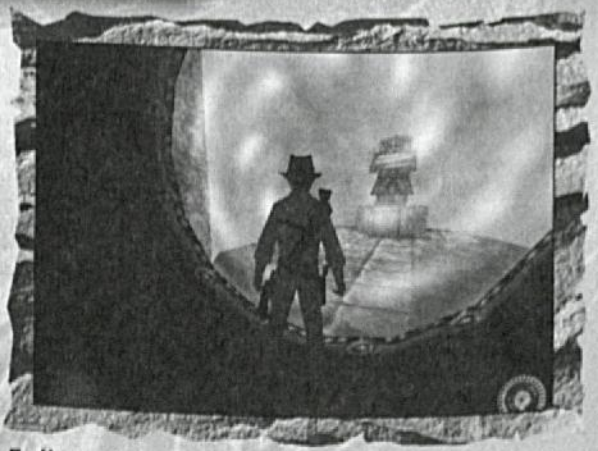
After Marduk's congenial welcome, run like hell, mortal. But do it in the following manner: spin 180 degrees, then veer through that opening to the left to run behind the sloped pillars.



Swim down and through the lower doorway. When you emerge from the Aetherium into a hallway, immediately pull out a weapon. One spiker and one spinner lurk nearby. Eviscerate them.

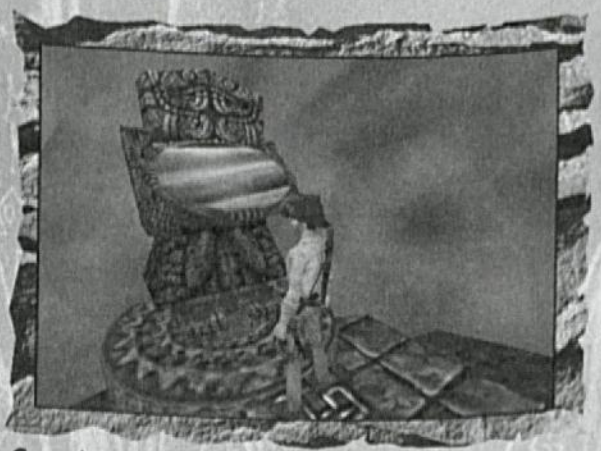


Keep your weapon at hand. From where you entered, go left, cross over the blue floor plate, and go left again to face down this pinkish hallway. Three more spikers and a spinner roam this hall, so be ready.

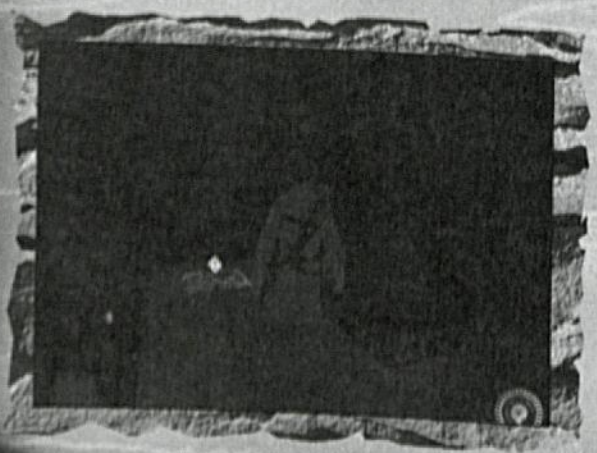


Follow the pinkish hallway to the dimensional portal on the left. More reality! That looks like Teotihuacan.

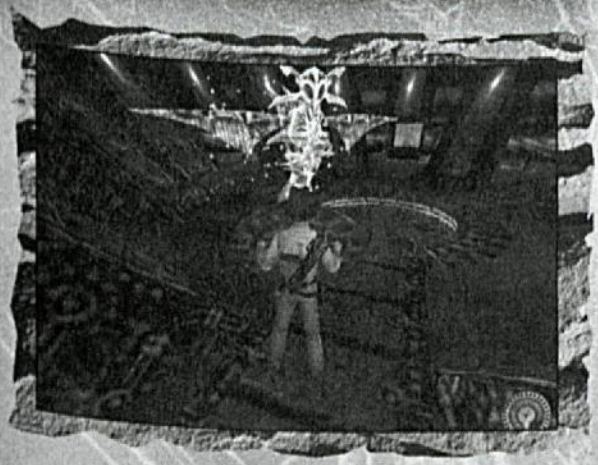
Use the Tool from Beyond to pass through the portal. Once inside, hop down the walkway to the left and find this lovely silver ingot.



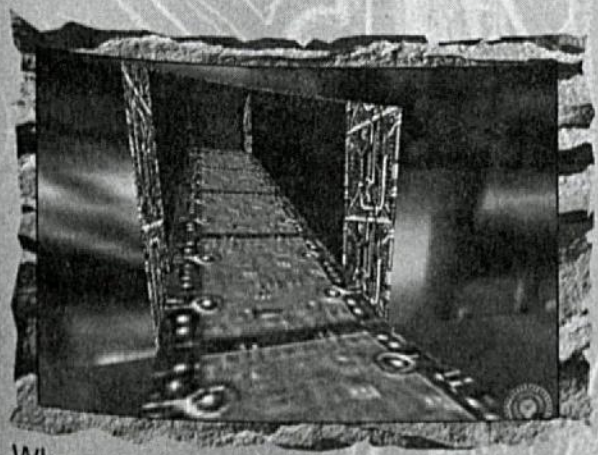
Crawl onto the block in front of the statue and take that mirror. Exit the Teotihuacan portal.



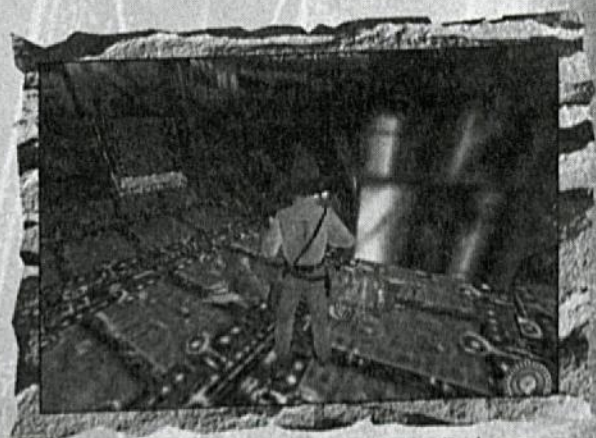
Turn left outside the portal for a quick treasure hunt. Two spinners hover nearby, so pull out a gun. Follow the corridor, blast the spinners, and find this Aetherium gem in a small alcove.



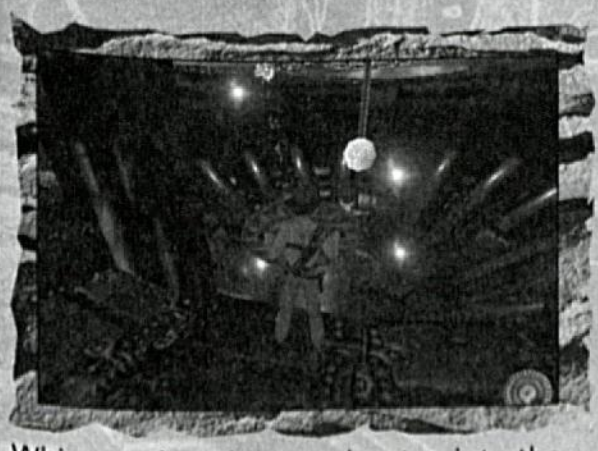
The Aetherium passage in the very next alcove leads back to Marduk's room. Wield the mirror before you enter. Face Marduk at all times so the mirror can reflect his shots! Get ready for a real cat-and-mouse game; you can deflect a shot or two into Marduk from the floor level, but soon he hovers up high—lobbing shots down at you and eliminating your mirror's angle of attack.



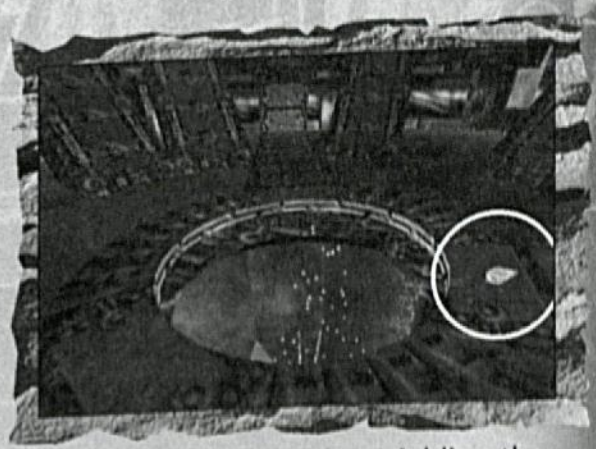
When Marduk goes high, Indy must run around the outside of the room behind the sloping columns to find one of the two green ramps leading to the balcony overlooking the room.



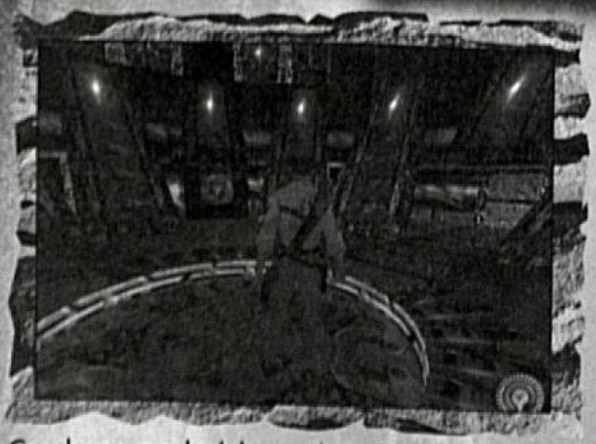
Careful! Two spikers patrol the balcony. The first time you climb the ramp, switch from mirror to gun. When you step out onto the balcony, sprint to one of the struts for cover against Marduk's blasts; then gun down the spikers.



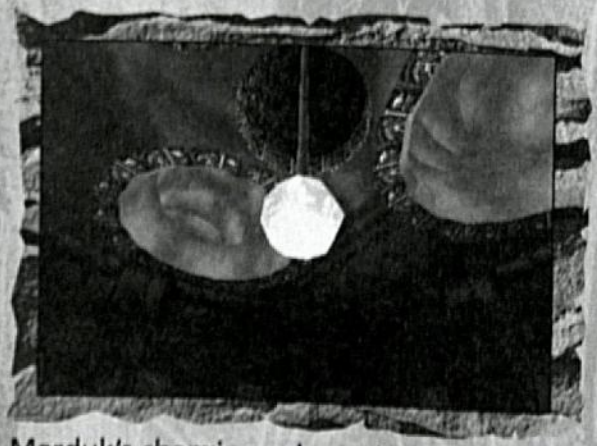
Whip out the mirror again, step into the open, and face Marduk with the mirror. After you deflect a shot or two into him, the clever monster floats back down to floor level, again taking away your deflection angle.



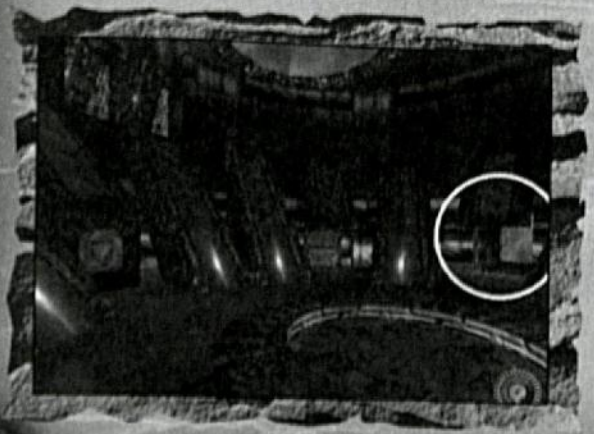
Run down, up, down, up—wielding the mirror until you finally knock the pink gem (circled here) from Marduk's grasp and he disappears down the center portal.

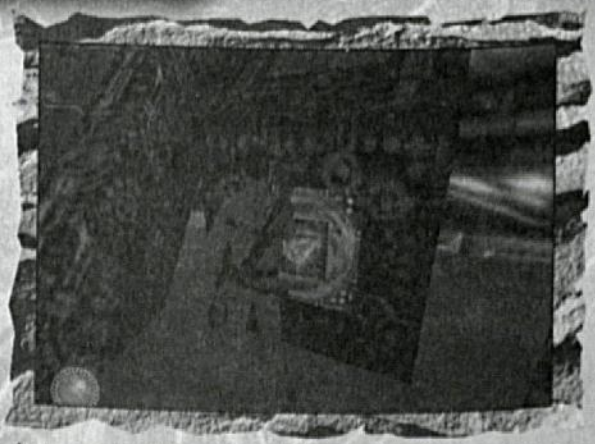


Go down and pick up the pink gem. (Your inventory calls it the Marduk Medallion.) Then step into the center circle. Indy says, "Marduk charged up his thunderbolts here. Maybe I should give it a try." Nice hint! But if you look up, you see Marduk's "charging" sphere is too high to reach.

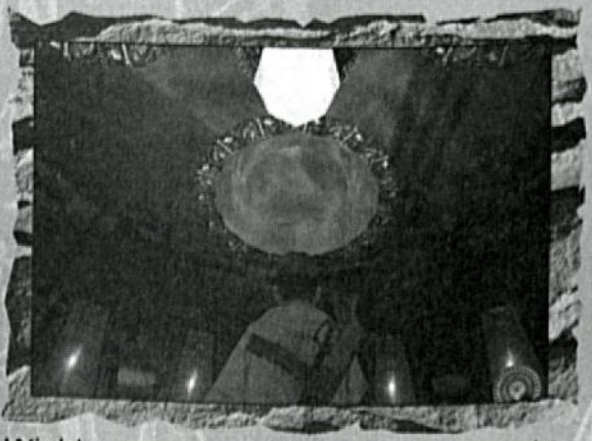


Marduk's charging sphere drops from the ceiling and Indy says, "I might be able to whip that thing."



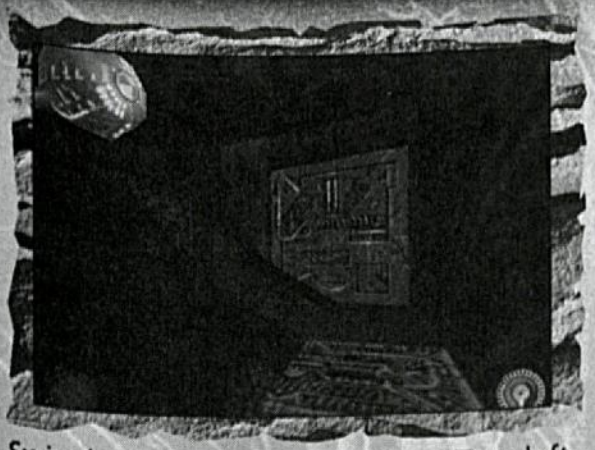


Approach the triangular keyhole and use the Marduk Medallion on it.

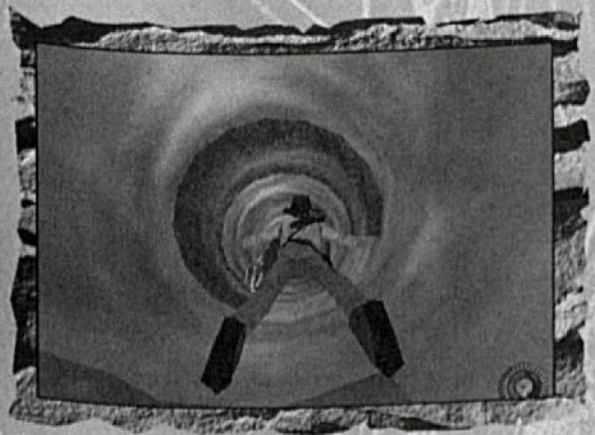


Wield your whip and stand directly under the charging sphere. Then whip it! Whip it good! Indy's whip is now supercharged. Note, however, that this charge is good for only five whipswings. So, what the heck, whip it again. And again. Whip the charging sphere a total of five times, in fact, until Indy says, "That ought to do it." You can now execute 25 supercharged whipswings before you must recharge.

Face the keyhole podium, and then spin right and walk through that door (circled here) into the Aetherium. (You can use either Aetherium exit to get to the next step. This one's just a bit quicker.)

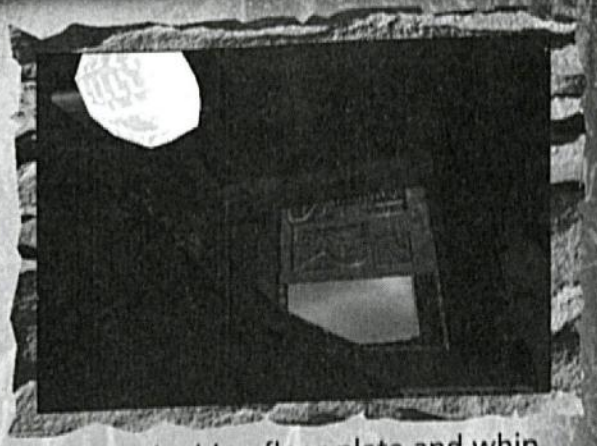


Swim back down to the hallway. Turn left to see the blue floor plate, a sphere above it, and a closed door.

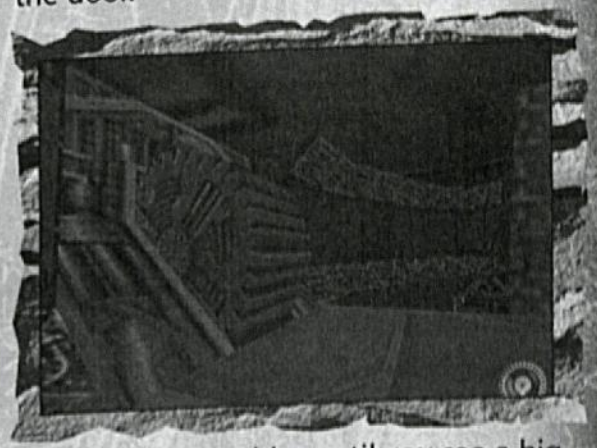


Go through the door and swim down the Aetherium tube to the first opening. Exit to the left side.

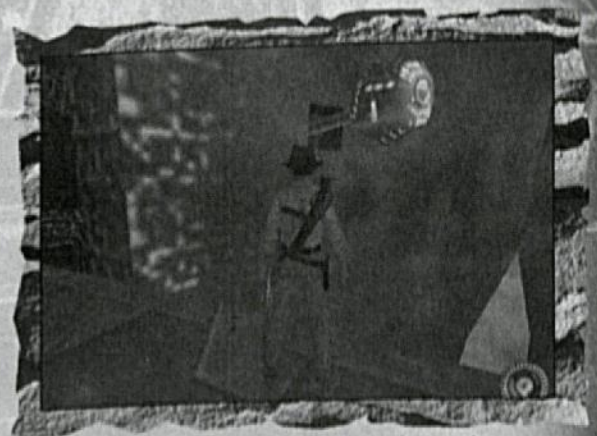
Turn right and walk out onto the platform. Sophia hovers in her cage just ahead. Walk up to her to trigger a brief conversation. She says she's "turning to stone or something." Hmmm.



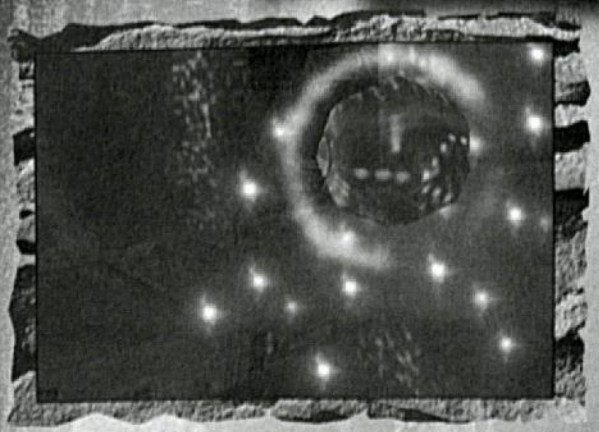
Stand on the blue floor plate and whip the sphere. Indy's supercharged whip powers up the sphere, which then opens the door.



Go down the corridor until you see a big gear in the wall.



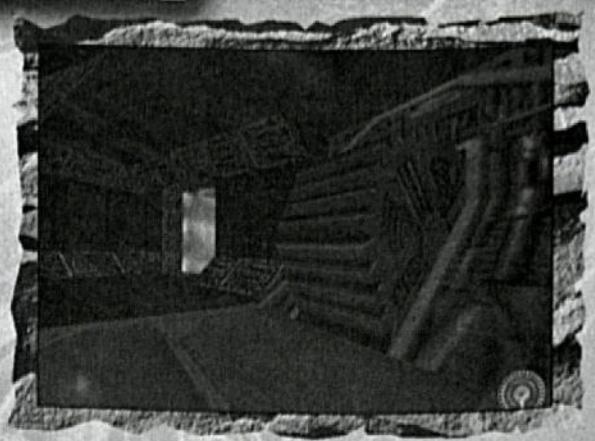
Turn around and approach the sphere jutting from the wall on the left side of the platform.



Give the sphere a supercharged whip. This powers up the gear, which retracts the platform. Marduk's weak (but still lethal) form swoops in suddenly to attack Indy.

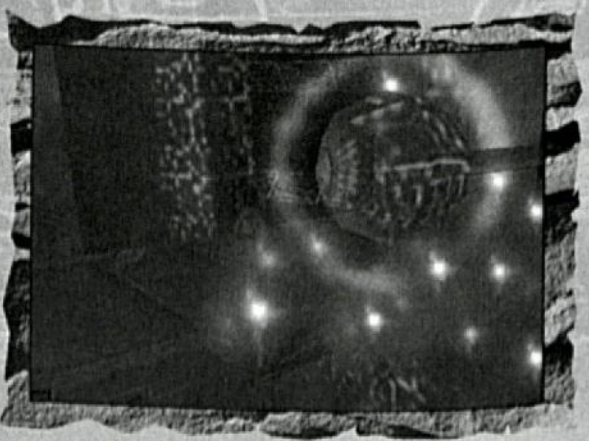
Swim up the short passage to another dimensional portal. Open it with the Tool from Beyond.

Swim back down to the "gear walkway." Run left past the first gear (the one you activated) and follow the long, curving walkway to the second gear and sphere.

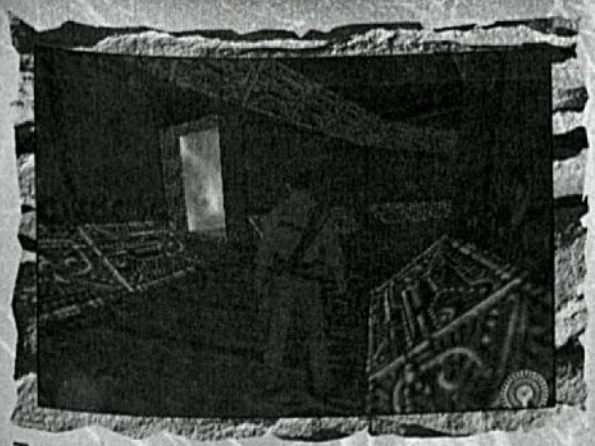


Run toward the gear and turn left. A new Aetherium portal is open. Dive in!

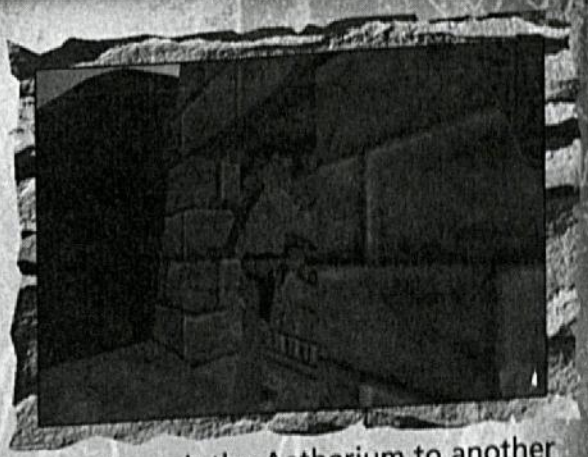
Step back into your own dimension to recharge your Aetherium indicator and, more importantly, to grab that green gem on the door. As Indy points out, it's one of King Sol's jewels.



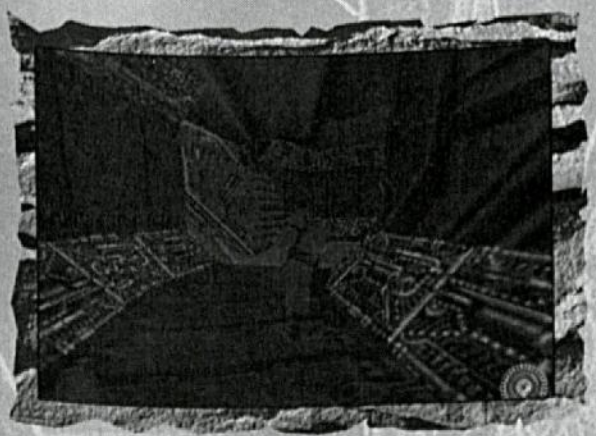
Hustle onto the platform and give the sphere a supercharged whip. The second gear retracts its passage.



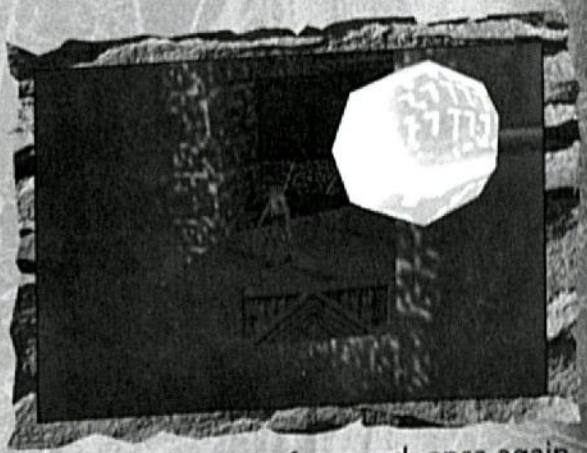
Turn around, run to the gear, then turn right. Go to the new Aetherium portal just down the hall on the left. Keep an eye out for ghostly Marduk and watch for a spiker crawling near the entry.



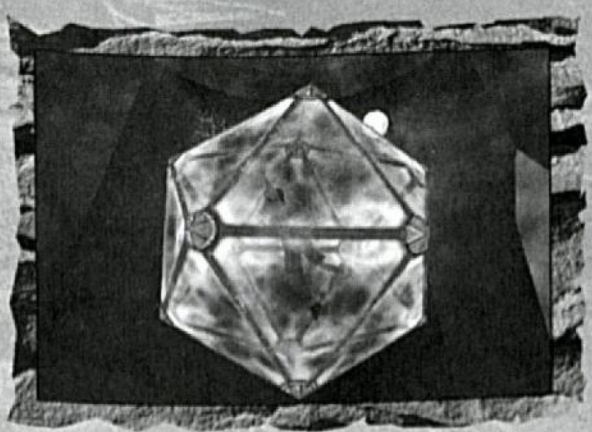
Swim through the Aetherium to another portal. Open it with the Tool from Beyond and go grab King Sol's blue gem.



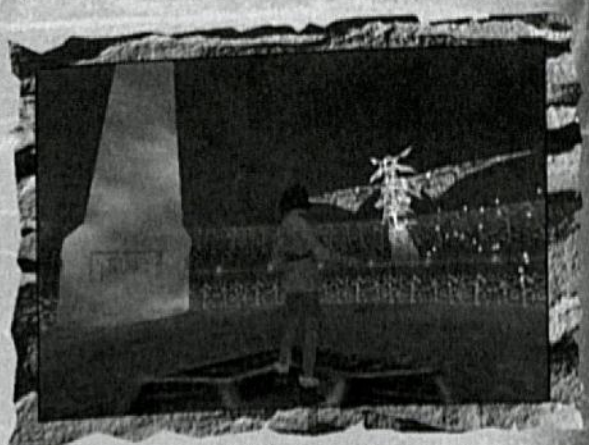
Swim back to the gear walkway, turn left, and run down to the third (and last) gear.



Go out onto the platform and, once again, use the supercharged whip on the power sphere. The platform retracts again...

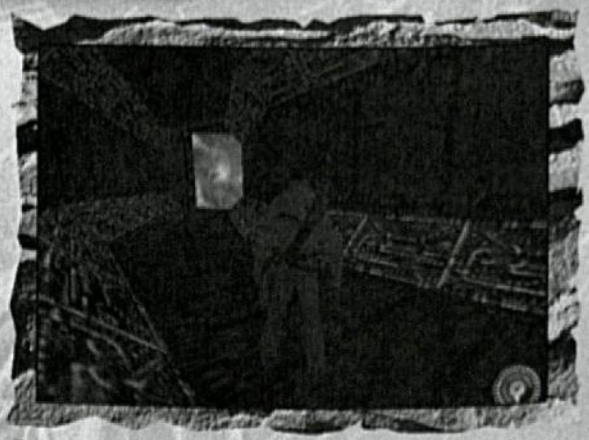


...but this time, Sophia's cage drops to the arena's center podium and releases her. Good, right?

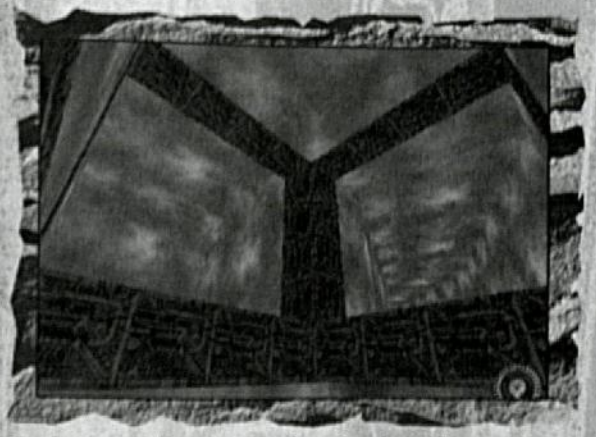


No, *bad*. Marduk swoops in and circles poor Sophia for a few seconds.

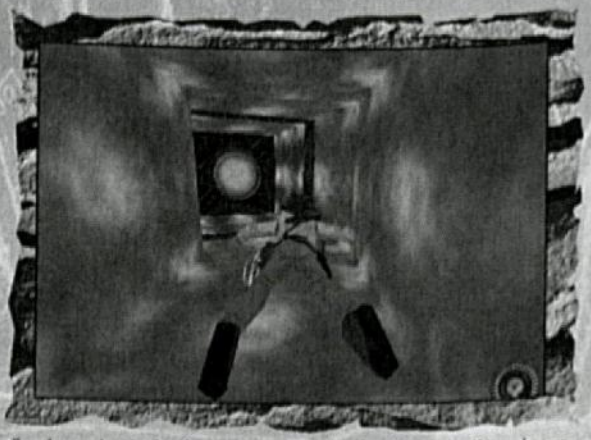
Then he swoops in and "melds" his own being with hers, creating a vicious new creature-Mophia. Run!



Fortunately, the malevolent she-bird is confined to the arena area, so Indy can escape her ill-tempered laser blasts in the back corridors. Turn around and run toward the gear; then turn right and follow the walkway to another new Aetherium passage. (Watch out for the spinner that hovers near the doorway.)

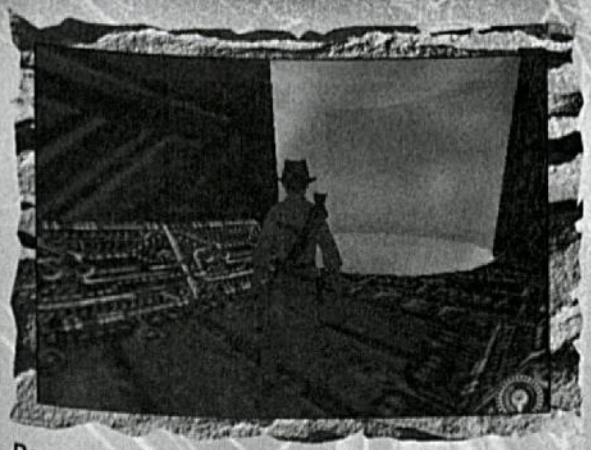


Swim straight up and swivel to face this intersection. Go down the right-hand passage. (It runs directly above the one you just came down.)

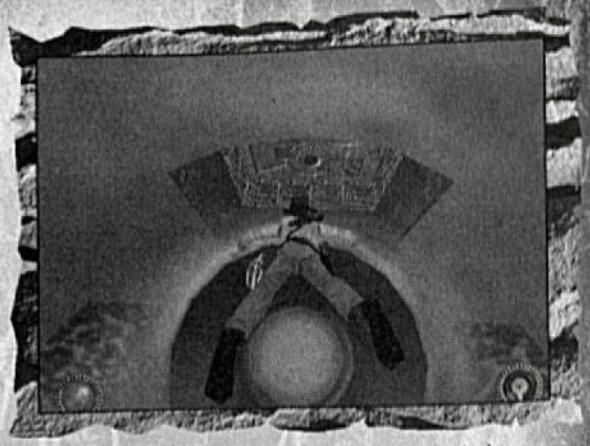


Swim down the passage to the Aetherium generator (the green circle) and turn right. You exit the Aetherium before another dimensional portal.

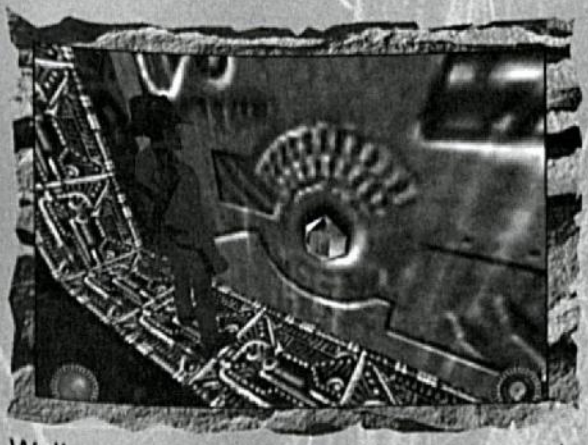
Open the portal with the Tool from Beyond and take King Sol's Red Gem. Walk back to the Aetherium passage and dive in.



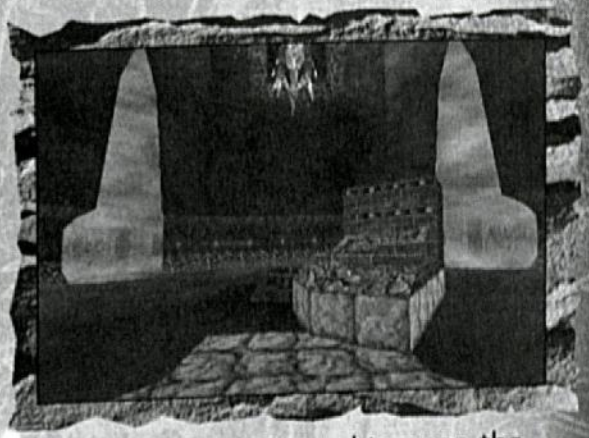
Pay attention here: Go left and swim down the tunnel to the intersection. Turn right, go forward, then aim down and drop to the floor. This puts you here, next to one of the long Aetherium tubes.



Jump into the tube and swim straight down to the arena's floor level. You should drop to the floor in front of the big door with the green stripe around the threshold.

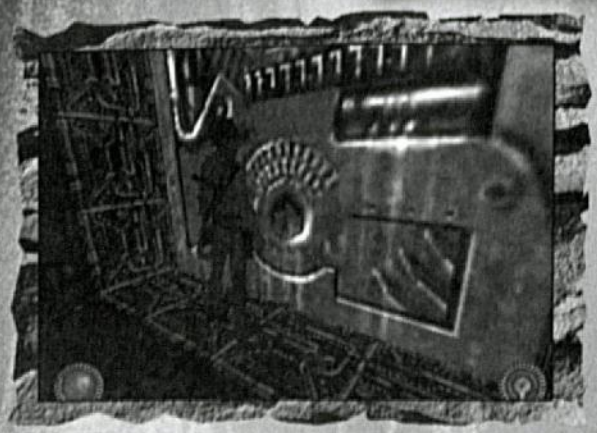


Walk up to the door, open inventory, and use King Sol's Green Gem to place it on the door. The door opens, revealing yet another dimensional portal, this one to Babylon.



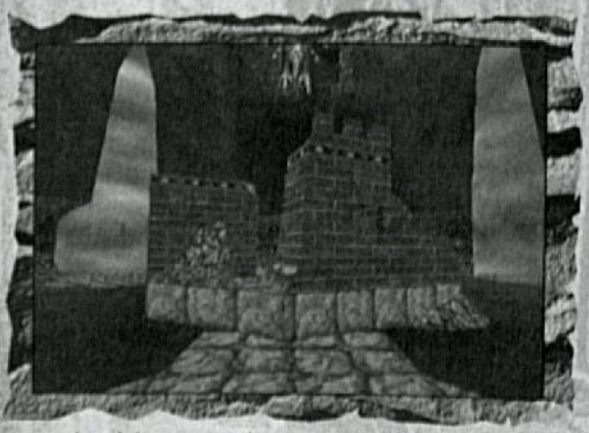
Use the Tool from Beyond to open the portal. This triggers a "leak" between dimensions, weakening Marduk's grasp on Sophia and raising a structure in the center of the arena.

Step into the Babylon area and grab goodies—a Trauma Kit, an Anti-venom Kit, and a loaded cash box.

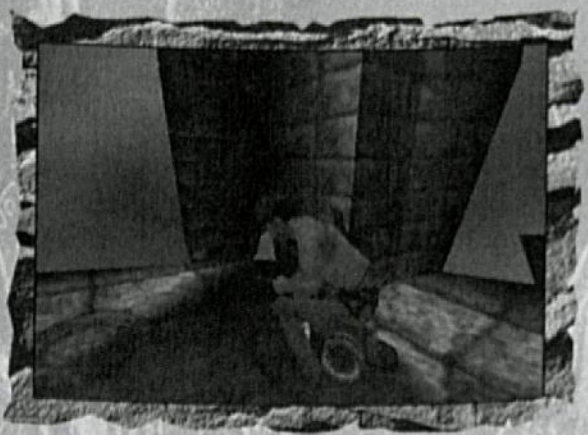


Get ready to run (and take some damage). Exit the portal, return to the arena, and sprint to the next door on the right—the one with the red stripe around the threshold. (You must swim across a column of Aetherium to reach it.) Use King Sol's Red Gem to open the door, and then run to the dimensional portal.

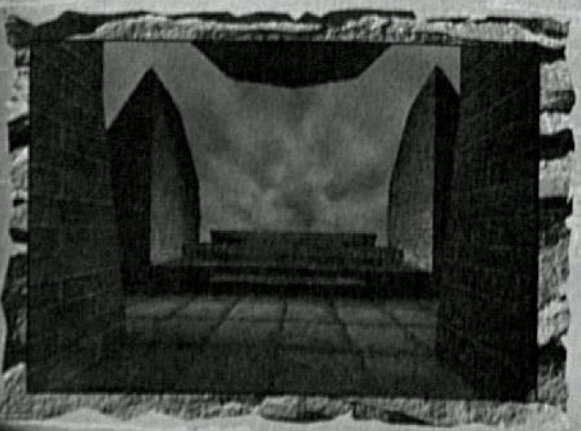
Use the Tool from Beyond to open the portal. You trigger another dimension leak, further weakening Marduk/Sophia...



...and raising another structure in the arena.



Enter the slice of reality and grab the First Aid Kit. Then exit and run to the third and final door.

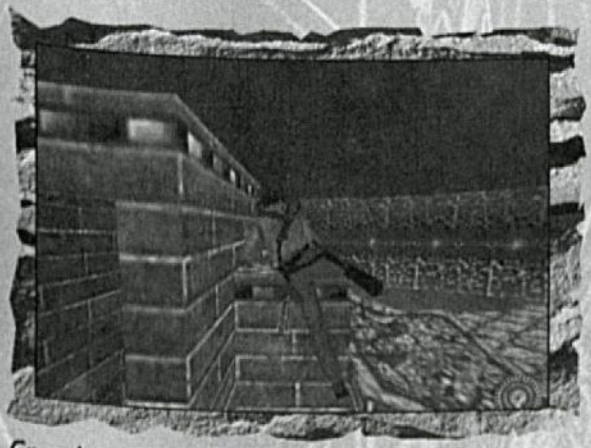


Use King Sol's Blue Gem to open the door. Run to the dimensional portal and open it with the Tool from Beyond. This action triggers a third leak, same as the others. You won't find anything of value through this third portal, but note that the stairway sure looks a lot like an exit.

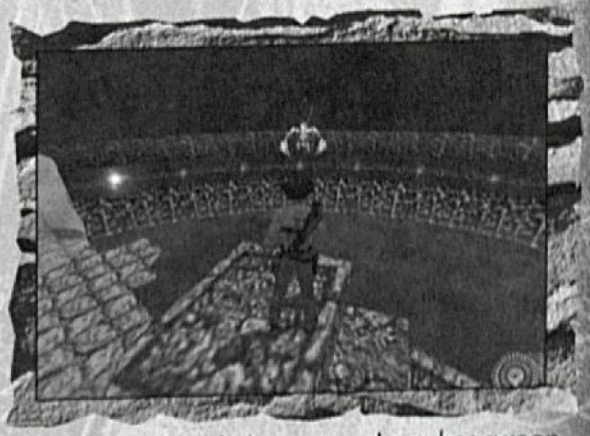
NOTE

If Indy's whip isn't supercharged and ready to deliver at least 10 to 15 charged whip-cracks, you'd better go back up the Aetherium tube to Marduk's room. There, whip the charging sphere as many times as you can; then return to the arena.

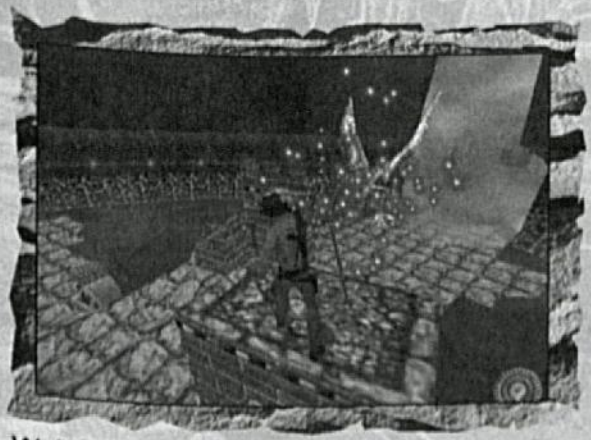
OK, time to finish off Marduk: he's weak but still quite lethal. Get your health up to 100 percent, then run into the arena. Sprint straight to the ministructures in the center. Your goal is to get atop that enclosed hallway. (When you need a place to recover, go inside that hallway to protect Indy from Marduk's attacks.)



Crawl to the top of the structure and immediately wield your whip. Face the enemy at all times.



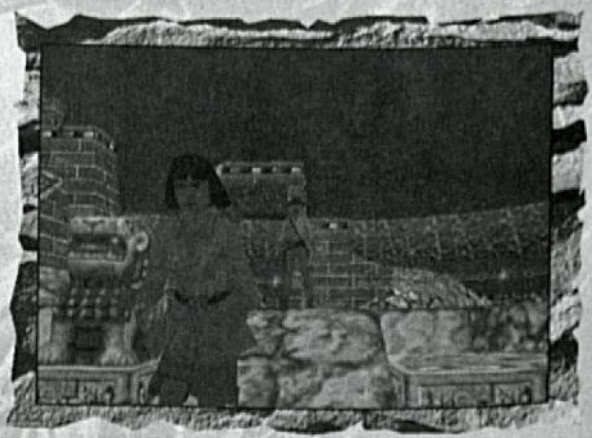
The Marduk/Sophia beast now launches swooping, in-your-face attacks. Sometimes, the creature will swoop toward Indy, then suddenly zoom up and over him. Don't waste your charged whip-cracks on these feints! (You'll miss.)



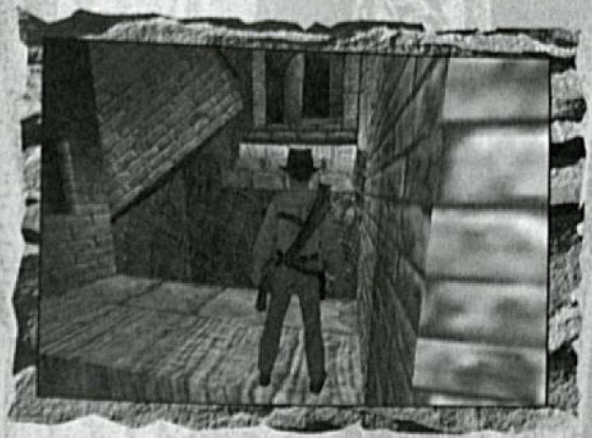
Wait until the creature actually engages Indy. Then quickly punch Control to crack the whip.

Make no mistake, this can be a brutal battle. You'll need plenty of health items to survive. But after about 10 good hits with the charged whip, Marduk shatters, releasing Sophia from his icy grip.

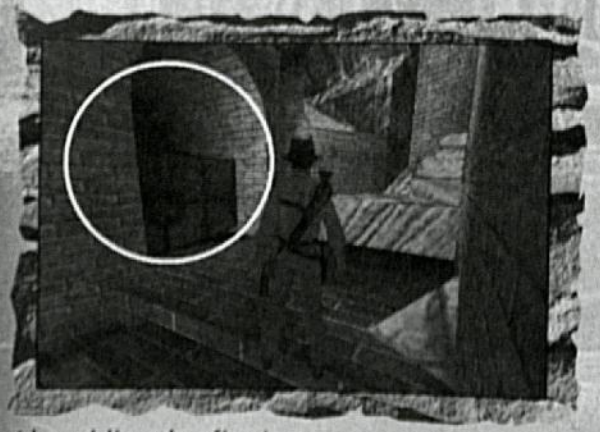
OK, she's about as loyal as a starving cat, but at least she's human again.



Uh-oh. Interdimensional earthquake! Sophia runs for safety. You'd best follow her.

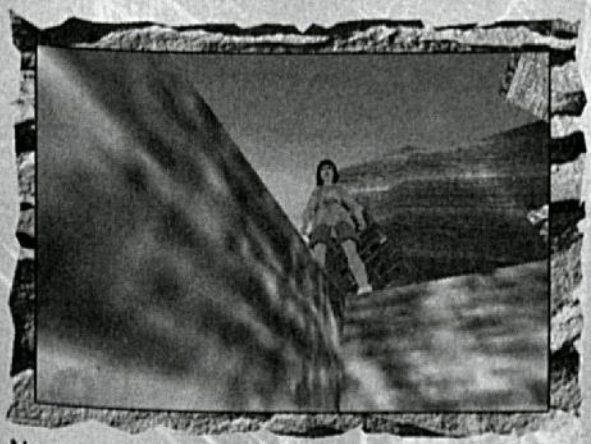


Run straight ahead through the exit corridor. Debris is falling, but you have unlimited time and your escape won't be blocked. Don't let the shaking screen bother you. Just focus on finding the jumps and executing them cleanly. You should be expert enough by now to do this without major problems. Here's the only tough jump of the finale. Just get a good running start and Indy will grab the far ledge.



Ahead lies the final ramp to exit the complex. But first, loot one last priceless antiquity. Head for the block platform at left (circled here).

Climb atop the block platform to see the last treasure—a silver idol—tucked in a remote alcove. Grab it!



Now crawl back over the block platform and go left, climbing the walls until you finally see Sophia at the top.

But the story isn't over yet. Look who's lying in wait for Indy and Sophia. Will this be the game's final big boss battle?

Hell, no. In fact, Gennadi offers Indy a friendly hand up.

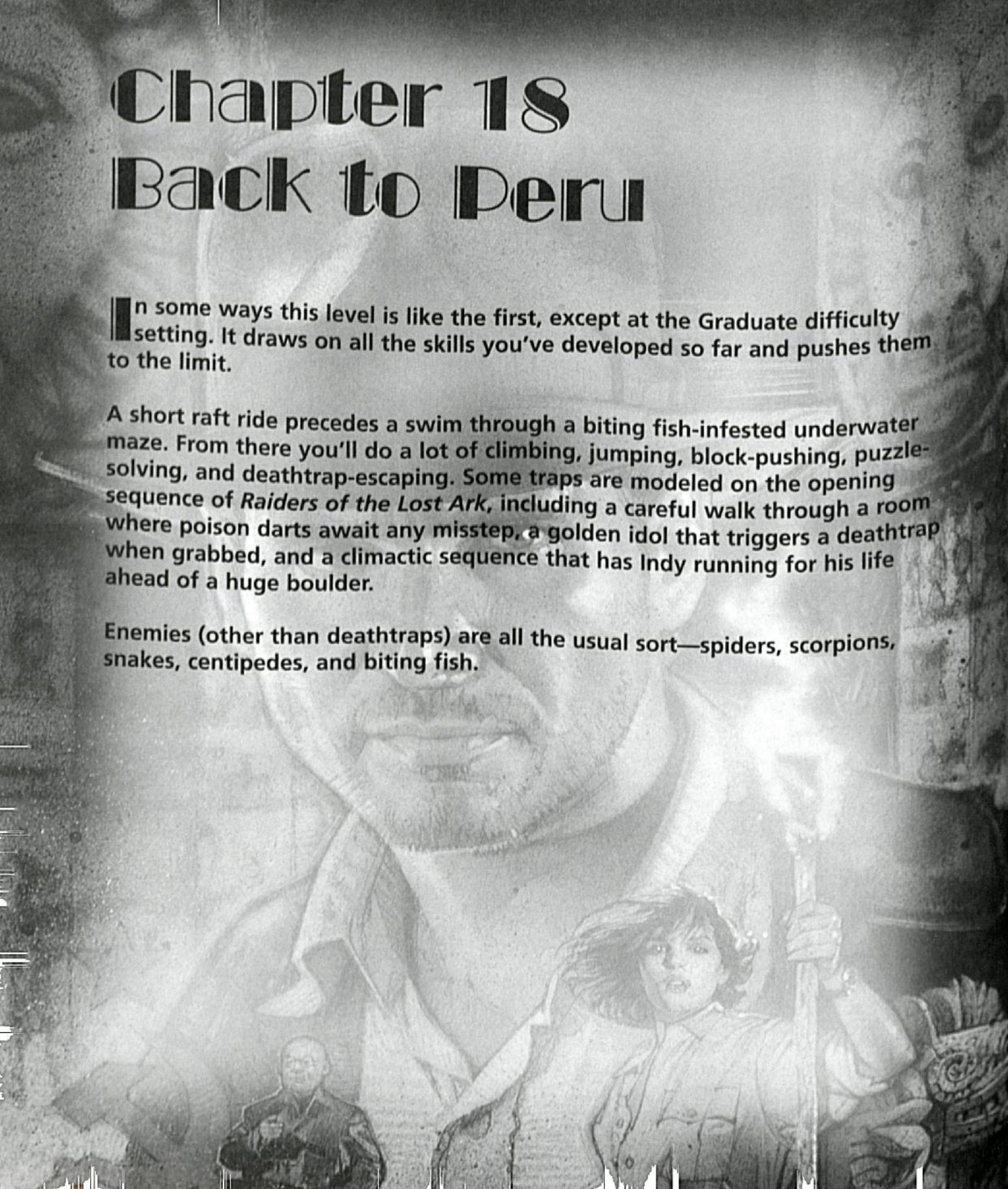
Indy asks Volodnikov about a bottle of "good Socialist vodka," and the trio waltzes off into the Egyptian sunset.

Chapter 18
Back to Peru

In some ways this level is like the first, except at the Graduate difficulty setting. It draws on all the skills you've developed so far and pushes them to the limit.

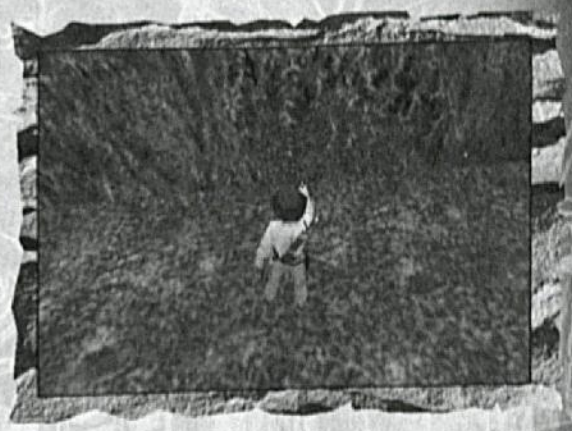
A short raft ride precedes a swim through a biting fish-infested underwater maze. From there you'll do a lot of climbing, jumping, block-pushing, puzzle-solving, and deathtrap-escaping. Some traps are modeled on the opening sequence of *Raiders of the Lost Ark*, including a careful walk through a room where poison darts await any misstep, a golden idol that triggers a deathtrap when grabbed, and a climactic sequence that has Indy running for his life ahead of a huge boulder.

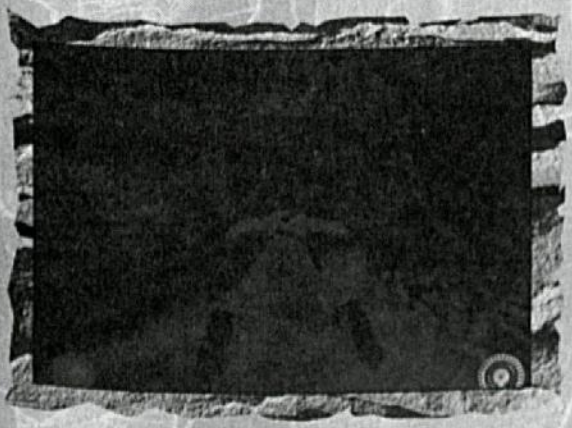
Enemies (other than deathtraps) are all the usual sort—spiders, scorpions, snakes, centipedes, and biting fish.

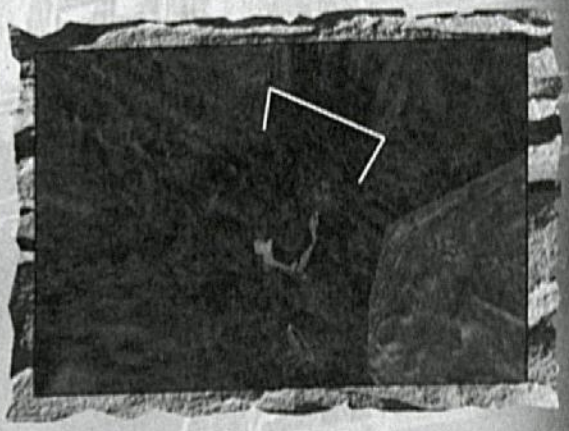


ENEMIES

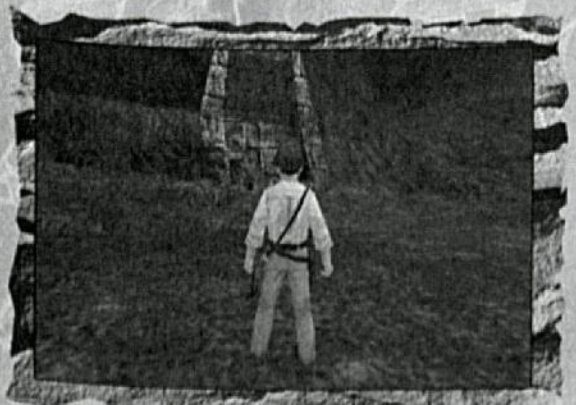
- Spiders
- Scorpions
- Snakes
- Biting Fish



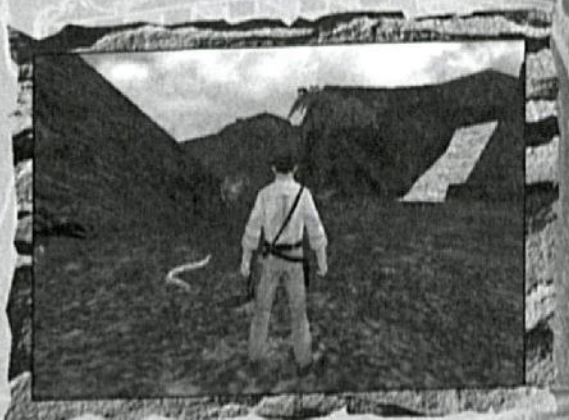




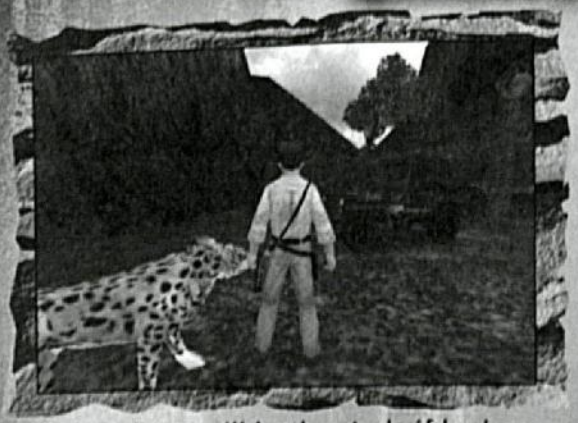
STEP BY STEP



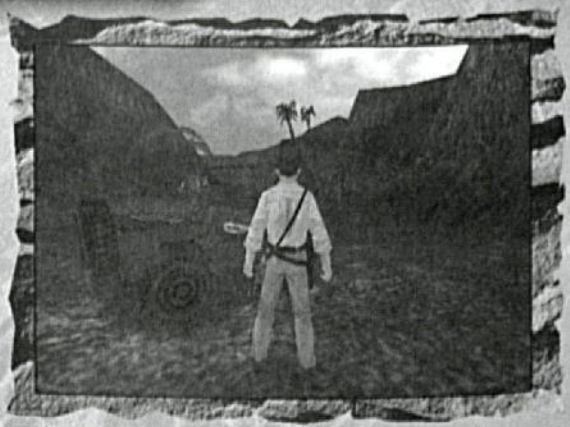
Indy lands back in Peru, where he was last seen running from a boulder in *Raiders of the Lost Ark*.



A medicinal herb grows to the right of the temple door. You'll run into snakes when you approach it, however: it's your call.



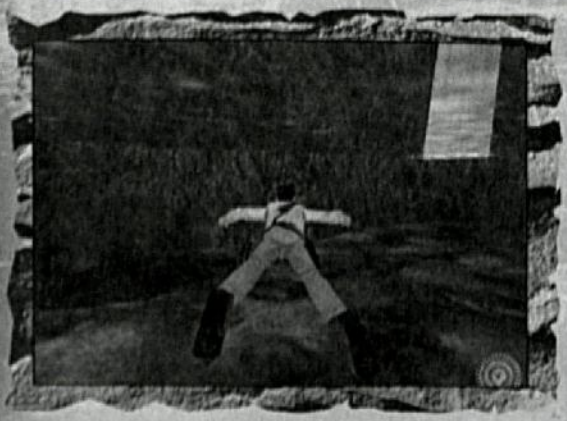
A jaguar here will bother Indy if he hangs out for any length of time.



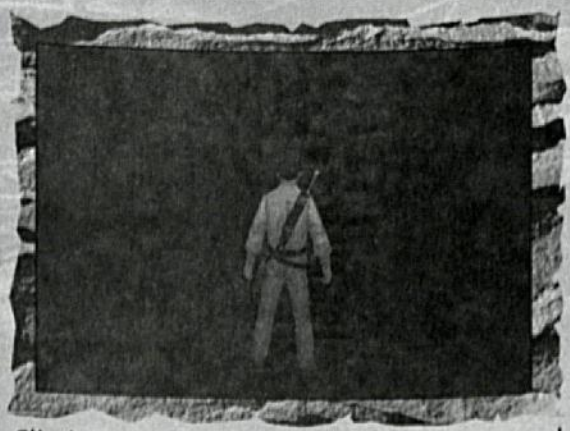
Take Indy's raft out of the Jeep, walk to the river, put the raft in the water, and get in.

Save here. You'll encounter rapids and rocks, so use the techniques you developed on the Tian Shan River. You have three raft repair kits for a relatively short trip down the river.

Partway down, you'll reach a calm spot; dock there.



An underwater tunnel lies in the pool between the two banks.



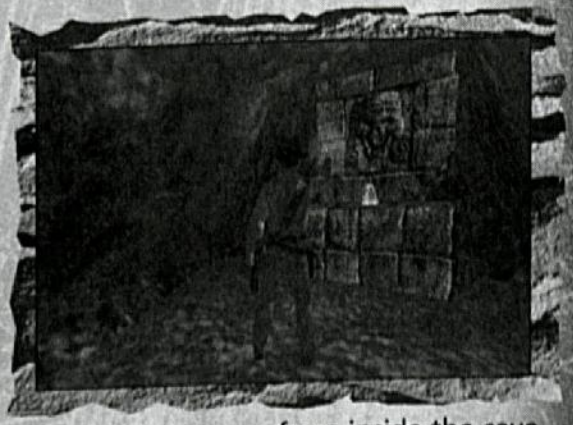
Climb out the far end of the watery tunnel to find a ladder carved into the wall.

You emerge on a ledge overlooking the far bank. You can't quite jump there from here. Instead, run off the edge to slide down an incline; then jump to the opposite side before you fall in the water.

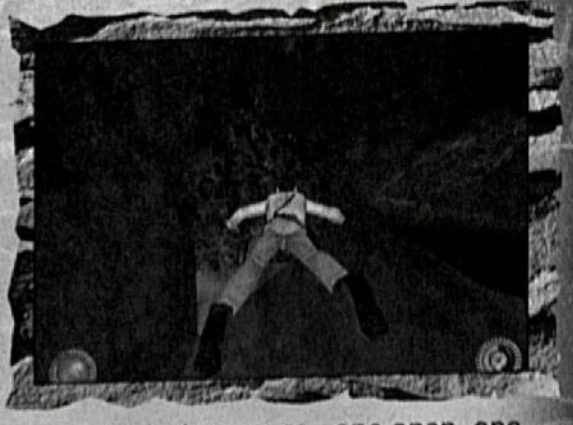
Kill the snakes in the cave before using Indy's machete on the vines.

Beyond a small waterfall you'll find another calm spot where you can disembark. There's nothing interesting to explore here, though, so draw your machete and dive in the water.

Pick the medicinal plants on the far side. Then draw your gun and approach the vine-draped cave beyond.

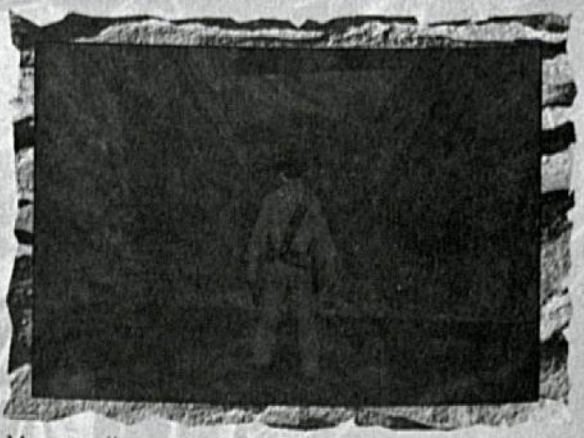


Pick up the treasure from inside the cave. Then jump back to the other bank, get back in the raft, and continue paddling downriver.

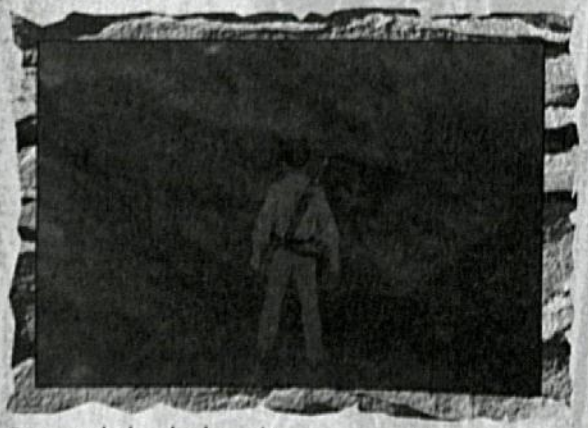


You come to two caves—one open, one covered with vines. Explore the vine-covered cave first, cutting away the vines with your machete.

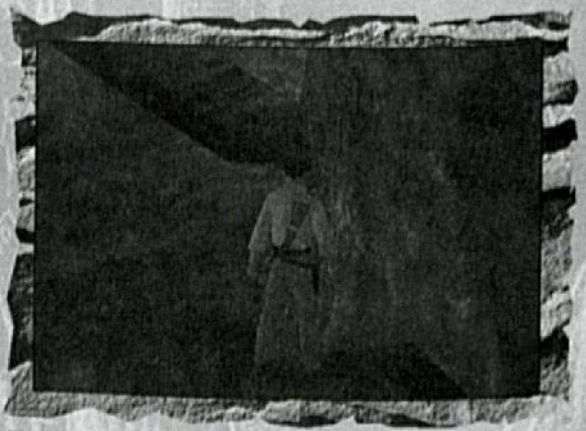
Swim through a short underwater tunnel (and kill a biting fish). When you round the corner, spot the small opening up on the right. Swim toward that opening, surface, and climb out of the water.



You walk up from the water to find yourself facing a cliff. Jump over the next bit of water to reach a hard-to-see ledge on the wall.

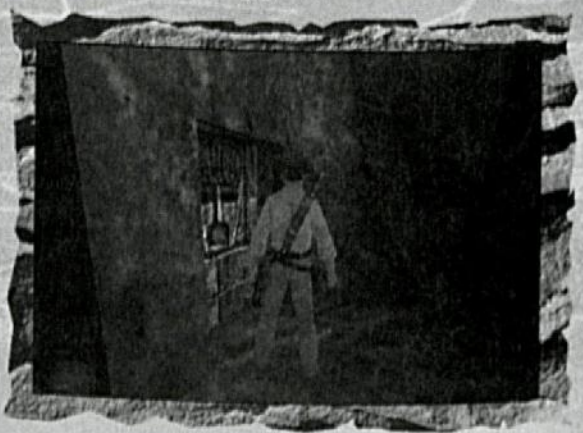


Beyond the ledge, jump up and climb over another, taller ledge.

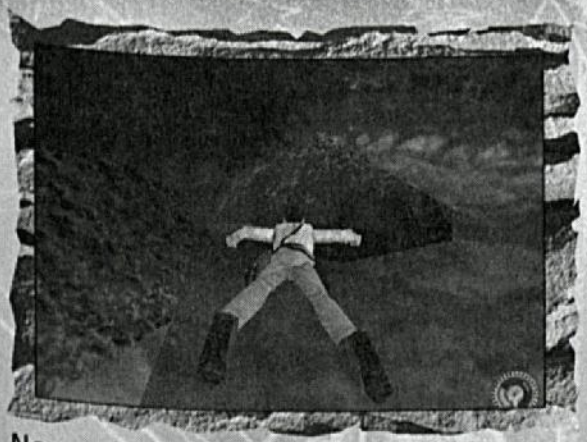


Turn around to spot another ledge. Perform a running jump to reach it.

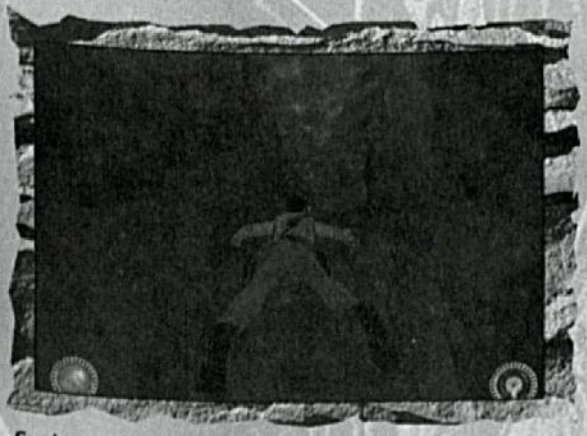
Walk down the narrow slope and jump off the end to the shelf below.



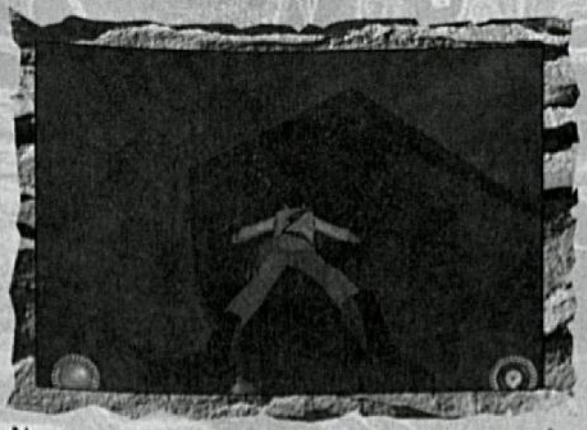
Around the corner, pick up the treasure, then retrace your steps: jump into the water you jumped over and swim back out through the opening you cleared of vines.



Now swim into the unobstructed hole to the right.



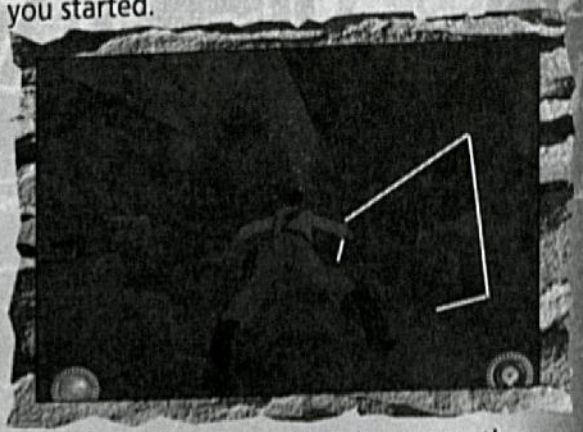
Swim left to where you can surface easily.



Now go down the right passage, wary of biting fish.

You'll go over an underwater "waterfall" to find yourself facing two openings—and more biting fish.

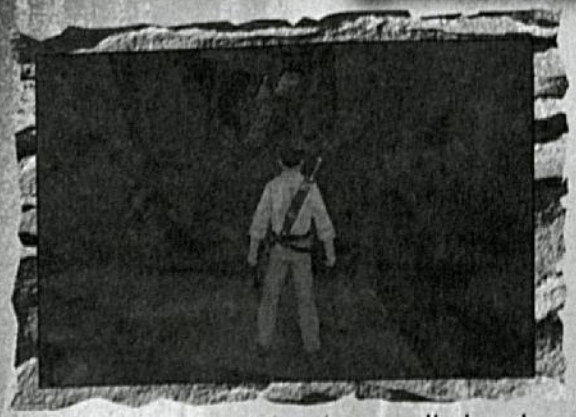
Kill the monitor lizard there and pick up a First Aid Kit. Then return to the water and swim back to the two openings where you started.



Just before you reach the boxes on the left, you'll come to a hole in the right-hand wall. Two biting fish wait inside, and beyond them you'll find a good place to get out of the water.

INDIANA JONES and the INFERNAL MACHINE

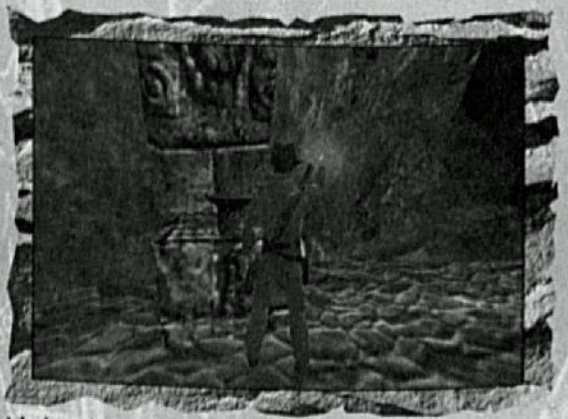
BACKTODEREK



Climb up and over the short wall ahead.

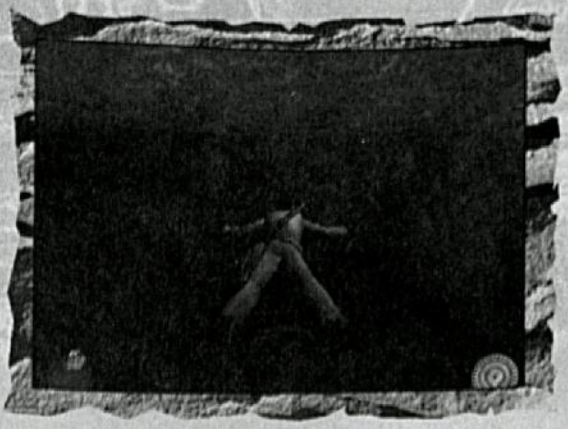
The odd construction above Indy makes a good whipswinging post.

Walk forward into a larger chamber with a pool of water and skeletons on the walls.

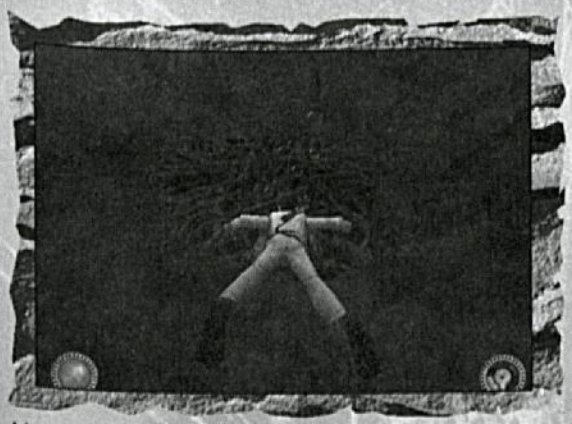


Light this firepot to illuminate your surroundings.

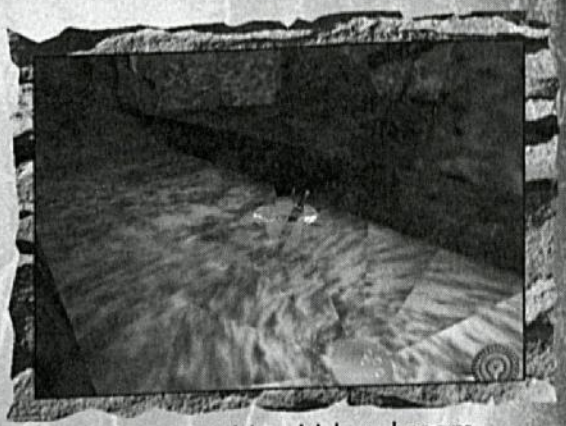
Use your lighter to help you spot the treasure on the far wall. You can whip into the water and pick it up there later.



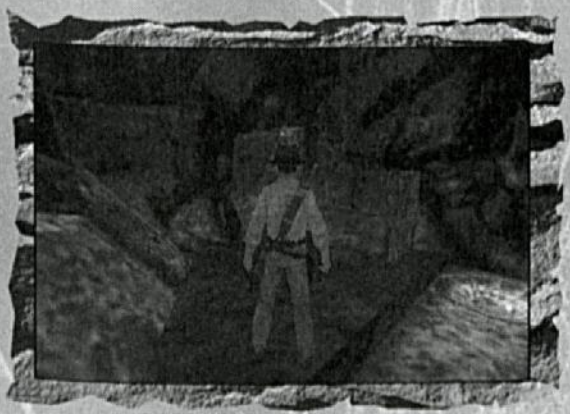
Jump into the water and pick up the silver idol.



Use your machete to cut through these vines; then swim into the hole and let the current carry you.

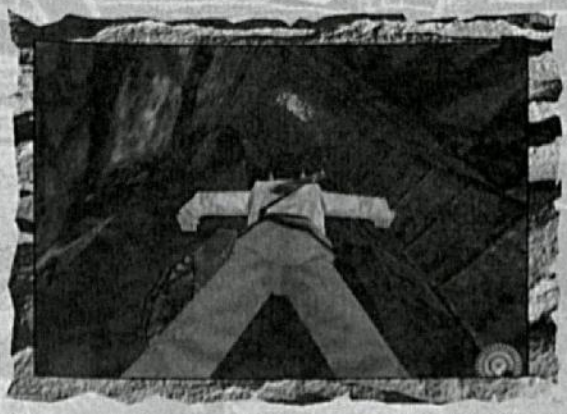


You'll end up in this whirlpool room. Swim away from the whirlpool and climb up on shore.



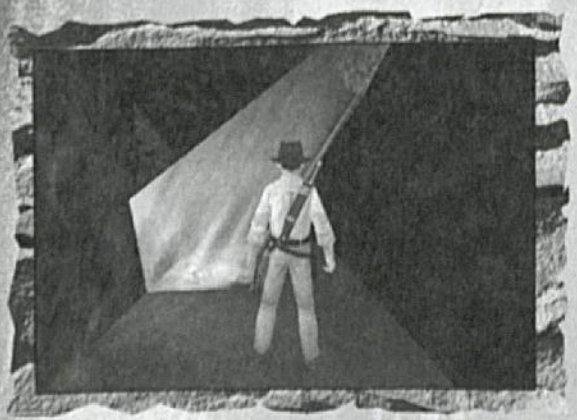
Move behind the square block.

Push the block into the water to dam up the whirlpool.

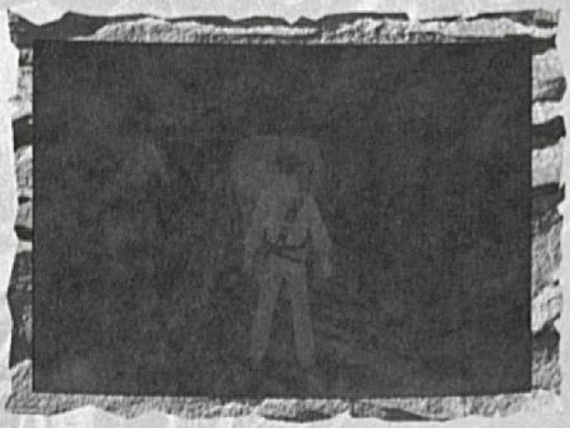


Now swim up toward the surface. Halfway up, pick up a treasure from a small niche.

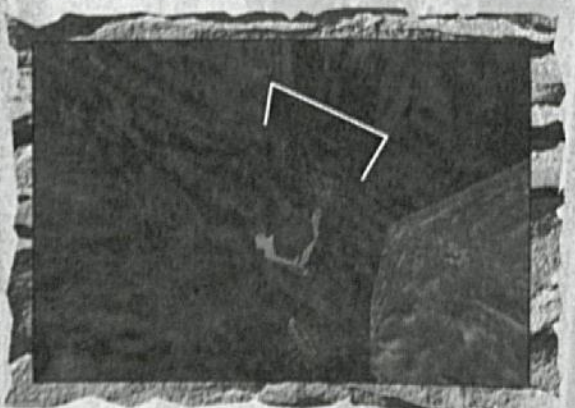
Climb out on the side of the water near the door where the beam of light falls.



Hug the right-hand wall to avoid the beam of light (and its trap).

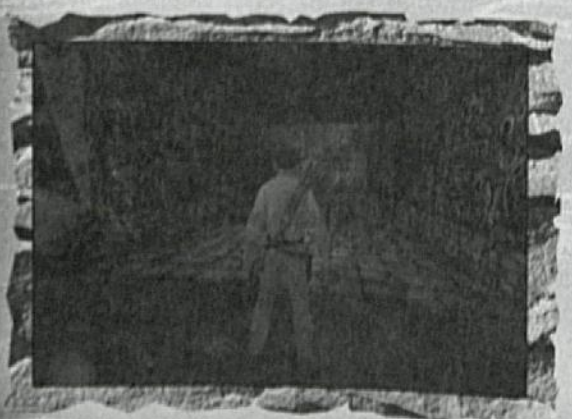


Save here. You must run as fast as you can through the next hall. Spiders wait to drop on you; the faster you go, the fewer get the chance.



When you reach this boulder, you must kill a few spiders before you can crawl through the small hole in front of him.

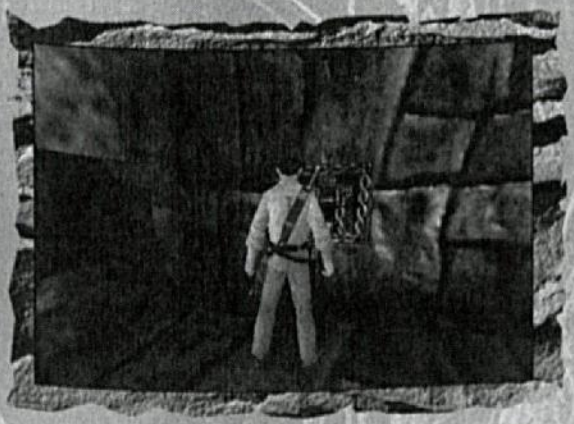
Take the key from the shelf and crawl back out. Run back down the hall away from the boulder, avoid the light beam, jump into the water, swim to the opposite door, get out, and go through the door.



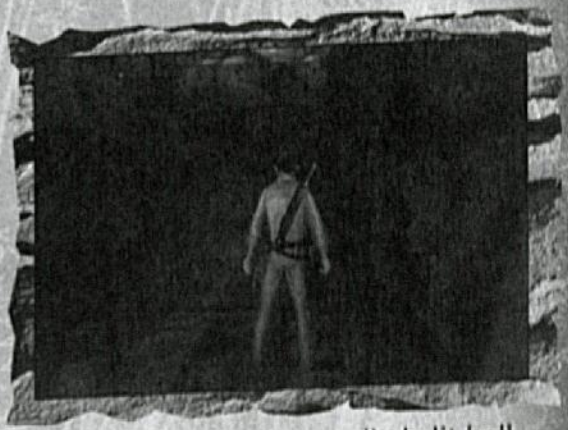
The colored tiles in the hall ahead aren't merely decorative. Should you step on any of the dark diamonds, the walls will discharge painful darts. So save here, and then step *very* carefully between them.

The dark diamonds on the steps work the same way.

Indy climbs onto the pedestal, jumps to the ledge in front of him, and then climbs the ledge.



Turn the key you picked up on the other side of the water in the keyhole here to lower a panel in the middle of the floor. Then jump down.

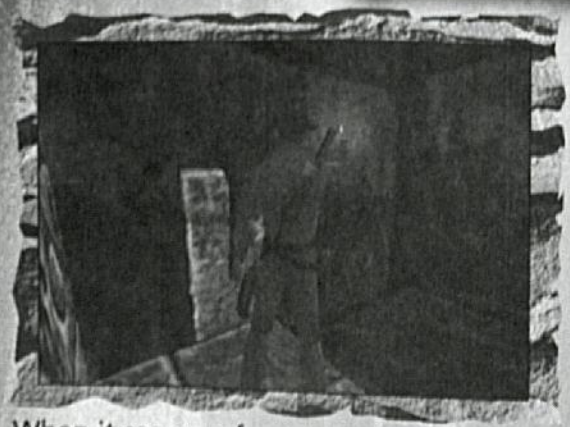


Now move forward into a dimly lit hall.

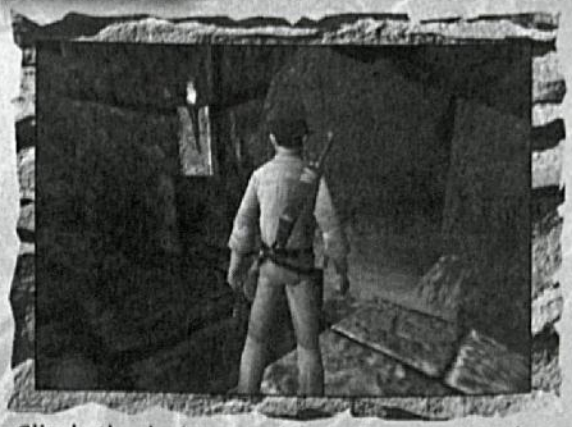
Follow the right-hand wall around a pillar, and then around the next corner. Now draw Indy's gun and move forward to enter a small room.

Nasty critters fill this room. Fire at the first thing that moves, and then move forward, sweeping the room from side to side.

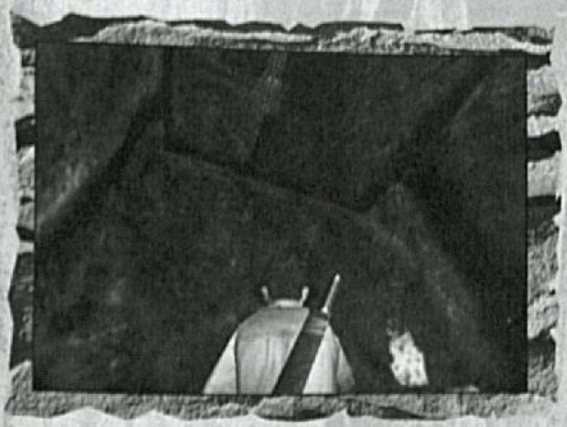
INDIANA JONES and the INFERNAL MACHINE



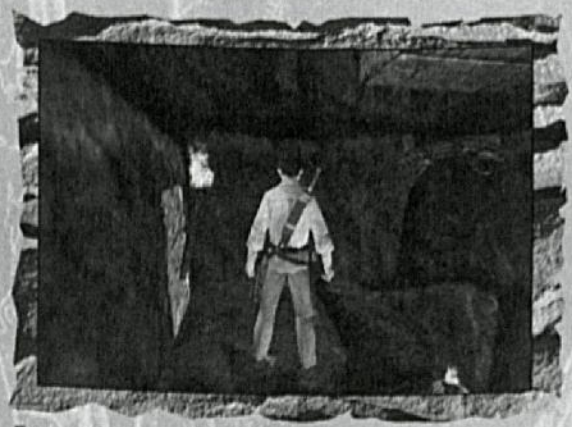
When it seems safe, get out Indy's lighter and double-check; then light the torch on the room's rear wall.



Climb the ledge on the wall opposite the shelves with the skeletons.

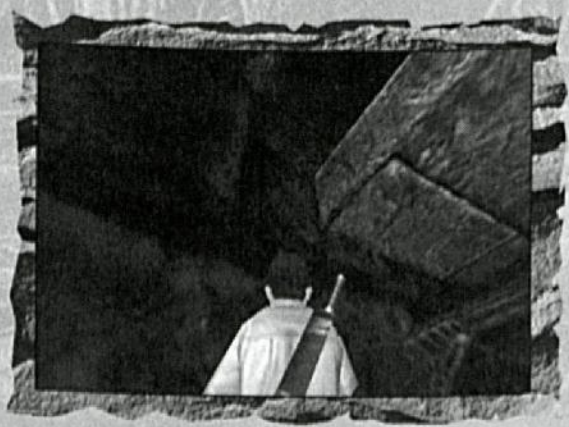


Whip to and climb up the carved pole.

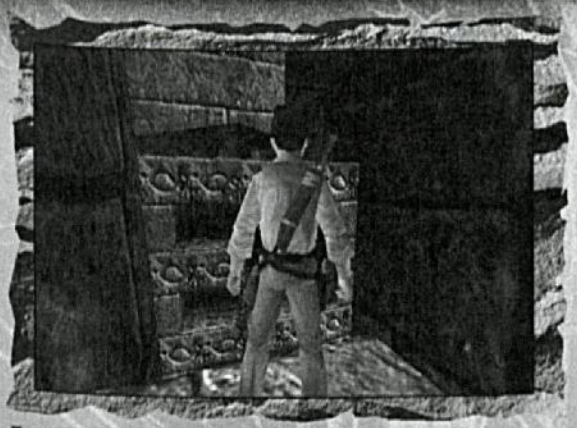


From this resting place, back Indy over the edge and hang down.

Drop; the ledge below catches you. Climb up and get the treasure, jump to the floor, jump back to the first ledge, and whip-climb back to the second ledge.



Another carved pole here allows you to climb to a higher ledge.

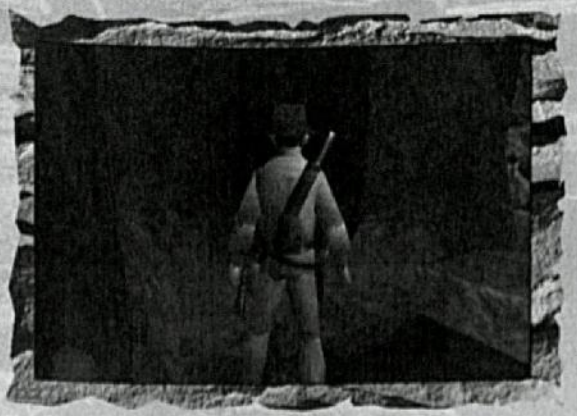


From here, turn to face the racks of skeletons across the room. Take a running jump to land on the shelf there.

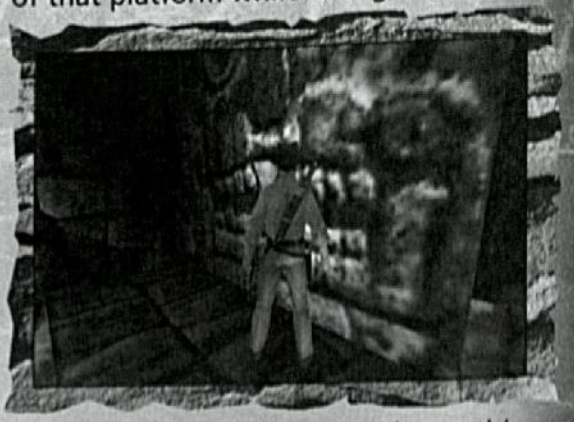
Let go to catch the next (short) shelf, then let go of that one. You'll catch the next level automatically.

At the second level, shimmy to the right and climb up here; then climb up and grab the pole.

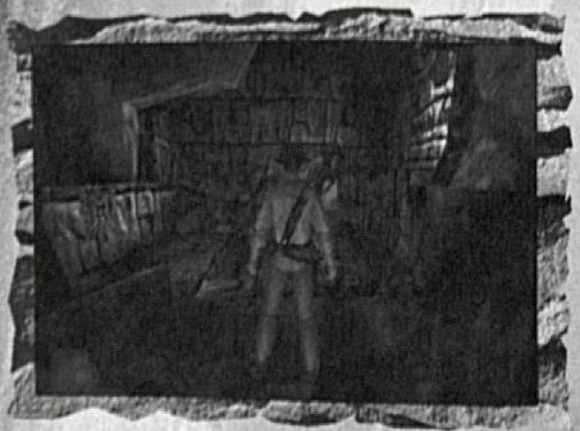
From this ledge, execute a running jump to the platform across the way—not the upper one on the right, but the slightly lower one on the left. Then make your way to the floor by running off the edge of that platform while facing the next.



Return to the room where you turned the key to lower the floor panel.

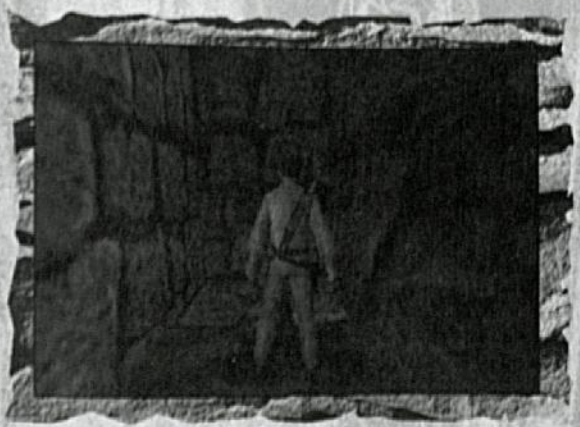


Climb out of the hole to stand near this stone face on the wall opposite the keyhole. Insert the pole you picked up into the hole in the face.



Move to the front edge of this room, turn around, and drop.

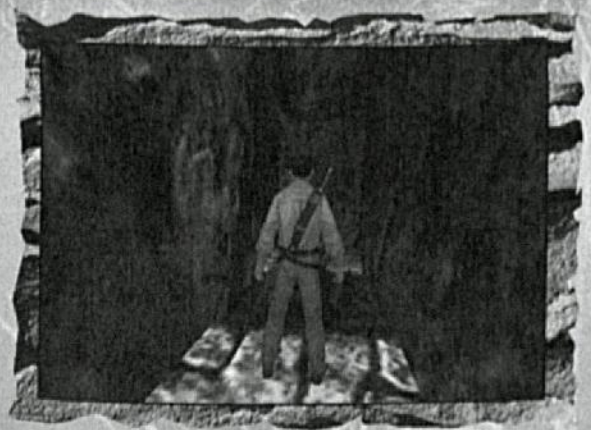
Crawl through the hole on the right.



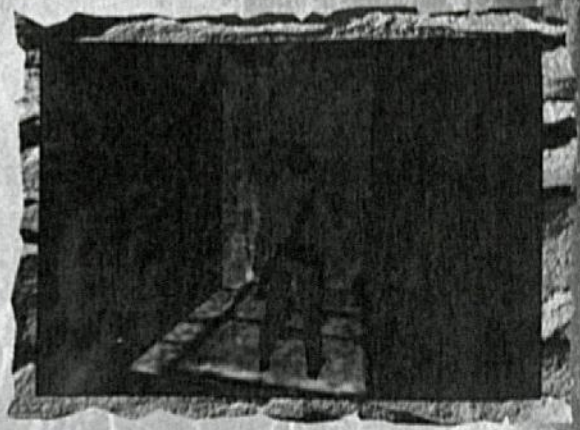
Whip upward to catch Indy's whip on the pole you inserted, and then he can climb to the next floor.

Turn right and proceed up the slope ahead.

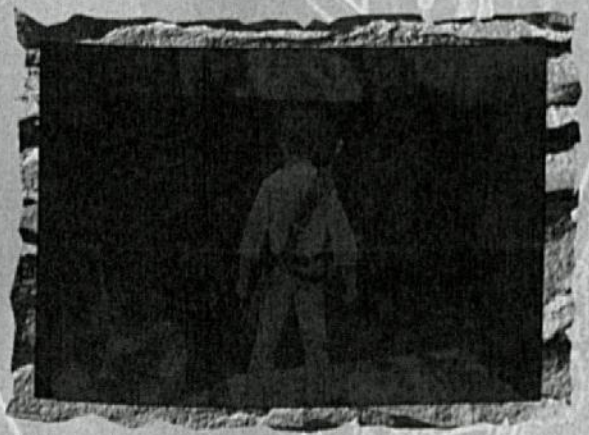
The darker floor panels on the floor of this hall have faces on them. Save here, because this takes some special care. You must jump over the first two panels (with the skulls on them); they're deathtraps. Walk to the edge of each floor panel, and then forward-jump over it (don't use a running jump). Follow this procedure with each panel.



The third panel is OK, but jump over it first to investigate that shelf at the far end of the hall.

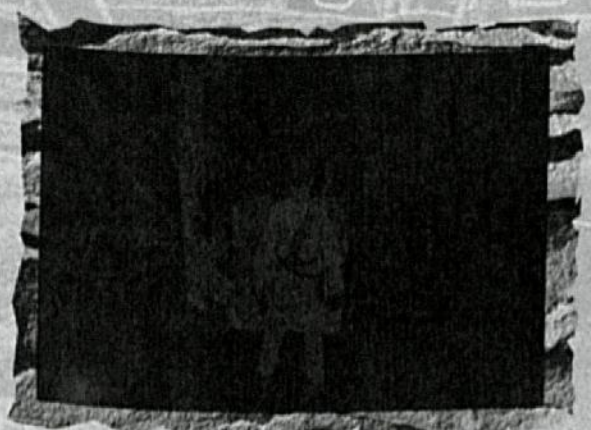


Climb up the shelf.



Climb again—four times, altogether, from the floor here.

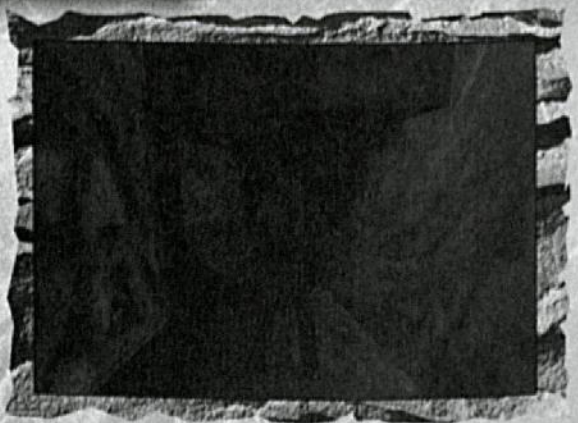
At the top, there is light streaming around the corner from a room ahead. Turn around.



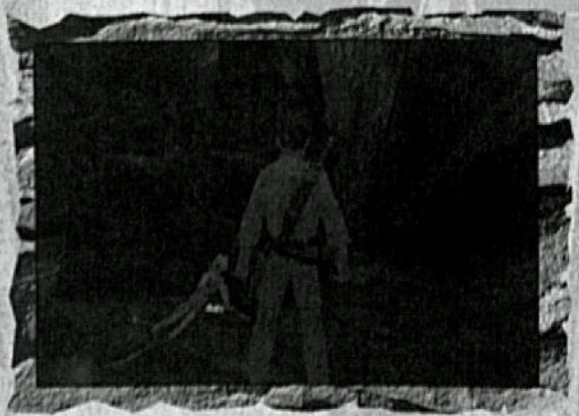
Look over the edge to spot another dark ledge across the way. Reach it with a running jump.

All you need to do here is pick up the treasure, then jump down again to the hall with the three dark floor tiles.

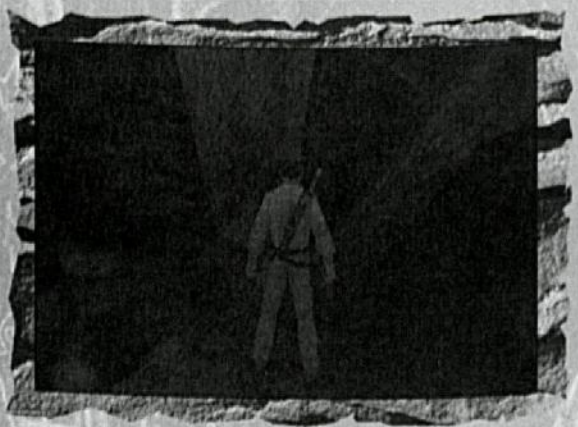
Step on the nearest dark floor tile.



The floor panel drops you to the lower level. Draw your gun and walk forward around the corner.

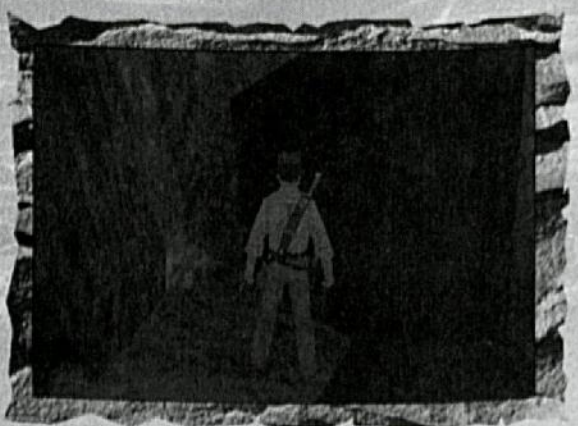


This room spawns snakes. If you move a little to the left, you can pick up a First Aid Kit, but first you must clear the snakes away. Be ready to shoot another snake as soon as you pick up the kit.

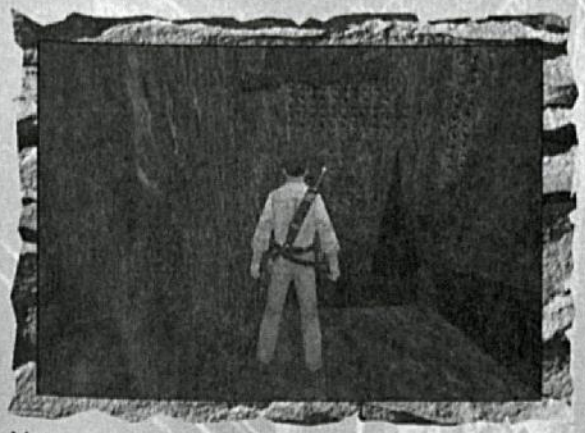


Move to the right, wary of snakes entering from the left.

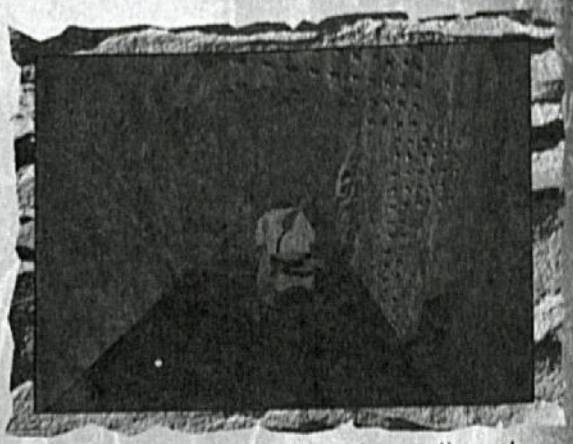
Climb the ledge to the right.



And then climb another ledge.



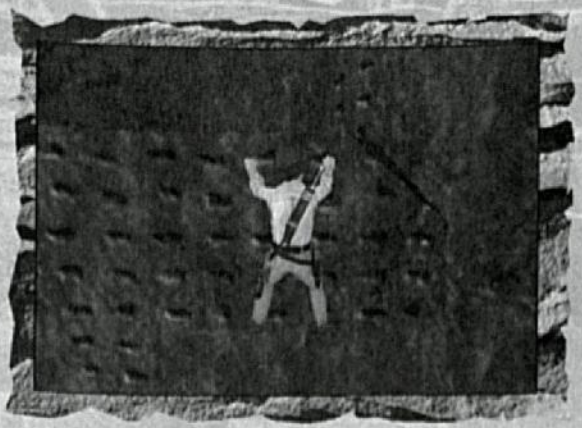
You arrive in a larger area with new challenges. First, whipswing across to the other side.



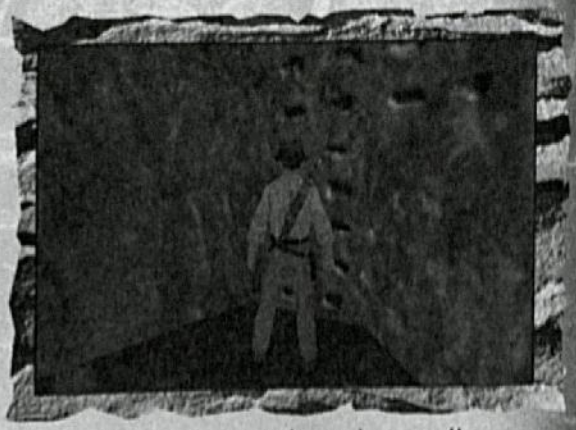
Then climb the ladder on the wall to the ledge above. Now pull this large block to the middle of the ledge.

Back down off the edge and descend the ladder cut into the wall.

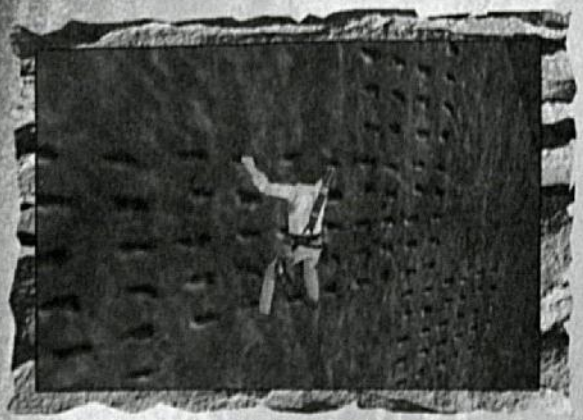
The pattern of the ladders isn't particularly complicated.



After you move the rock, move straight across to the other side and climb.



Climb the ladder on the other wall.

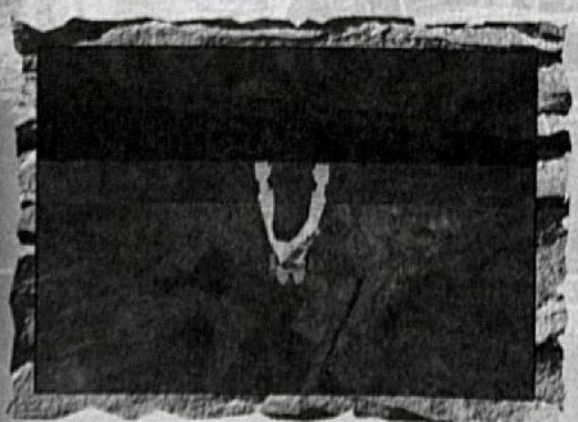


Move across the wall and then descend.

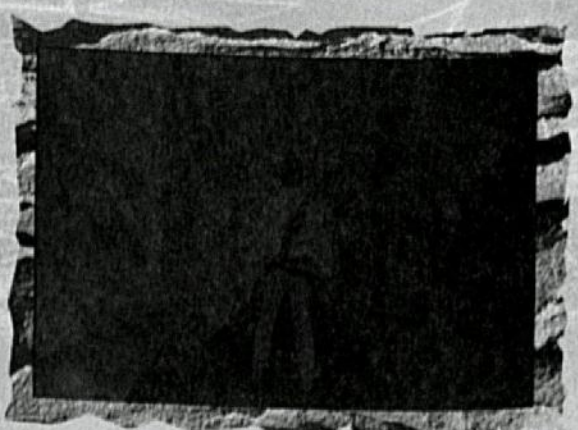
Climb down this ladder and let go to grab the ledge below automatically.

Pick up another treasure here. Then drop down to the canyon floor and climb the ladder back up this wall to the top.

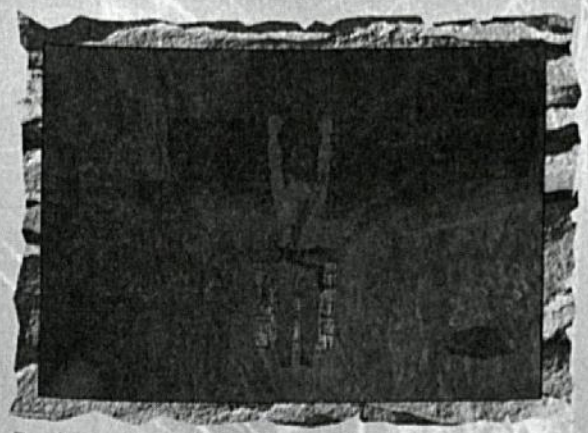
Turn around to face the ledge on the far side of the room. You can make this with a running jump, but save first.



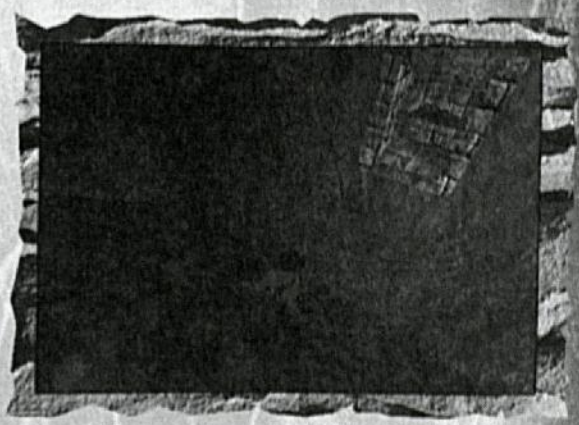
Shimmy left along the ledge and climb up when you can.



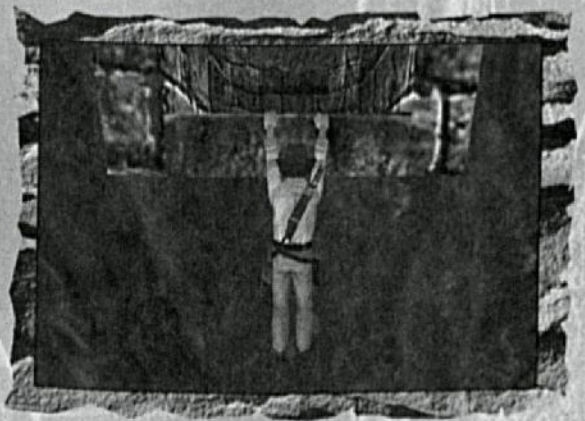
Walk around the rock to the far end.



Back down off the ledge lined up with the window below.



Drop off the edge: you'll land on a slope and start sliding down. Jump quickly across to the window on the opposite wall.



Climb up to stand on the ledge.

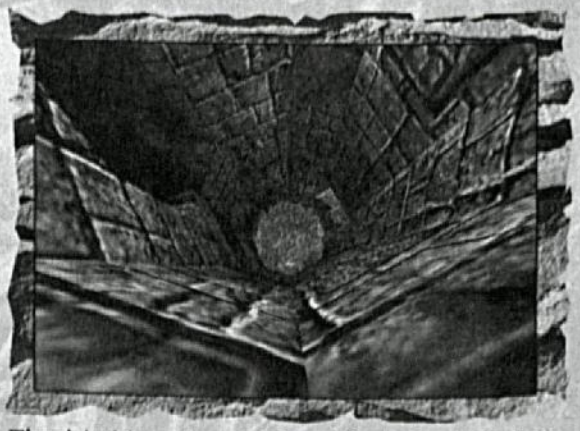
From there, jump to the ledge on the other side.

Drop to the ledge below (you'll catch it automatically).

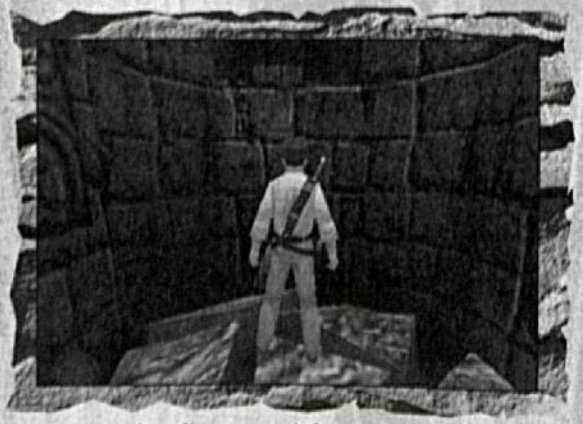
Shimmy left until the color of the wall in front of you changes; then drop.

BACKTRACK

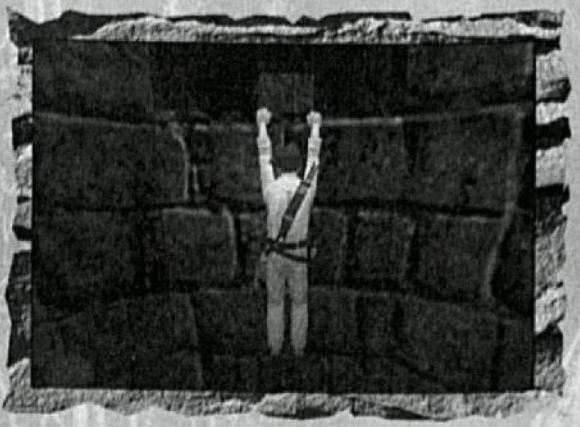
Turn around to spot a bird head you can whip.



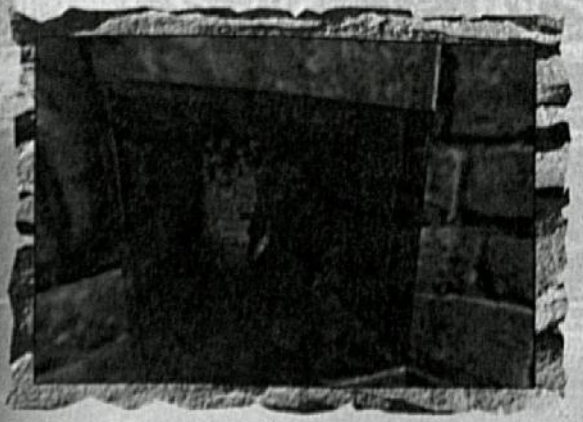
The bird head and a boulder above it fall to the floor.



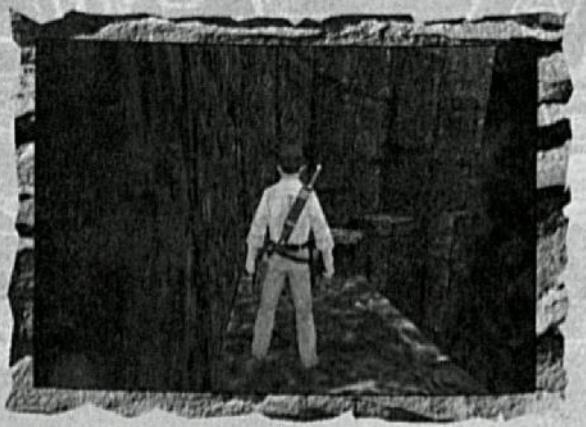
Jump to the floor and face the door above your head.



Jump up to the doorsill and climb to the top.



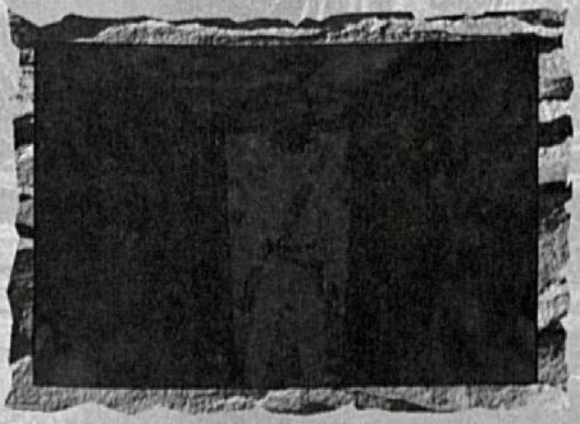
Move down the hall toward the light.



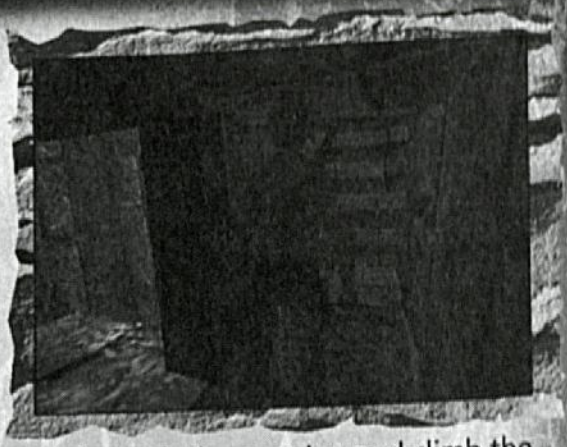
You enter a room with numerous platforms. Back off and hang from the edge on the right.

From there, drop to the ledge below.

At the top of the ladder you find another treasure.

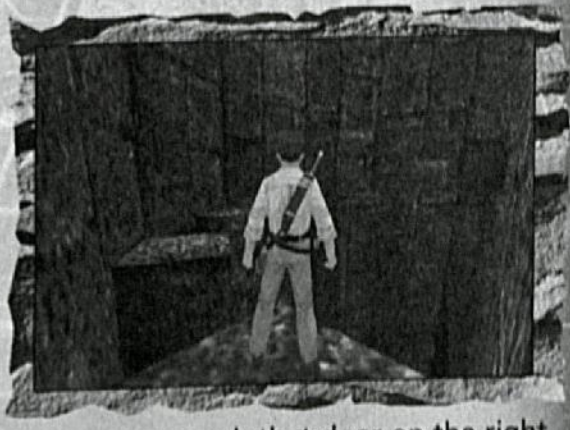


From that ledge, run forward and drop off the edge to the floor below.

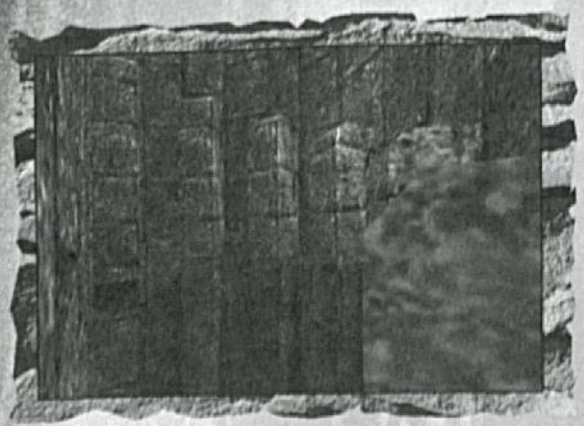


Pass through the opening and climb the ladder there.

Now turn around and jump to the ledge across the way.

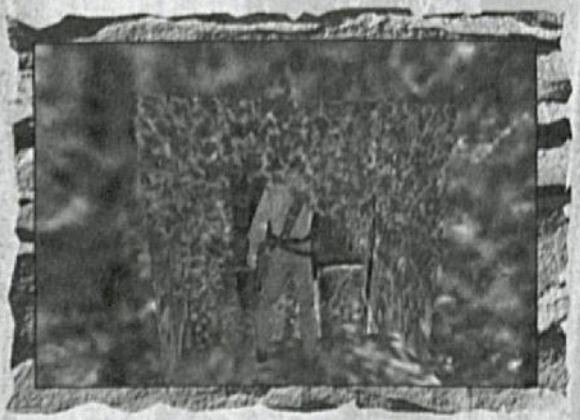


You want to reach that door on the right, but when you jump to the first platform, the blocks behind the platforms slide forward sequentially. You can't take too long on any one platform, and each must be lined up for a running jump. Save first, and again at the door on the other side when you finally get there.

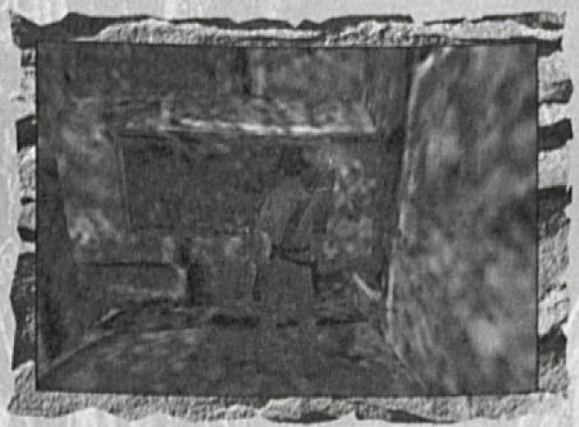


The sliding blocks form a series of jumps to the top of the room.

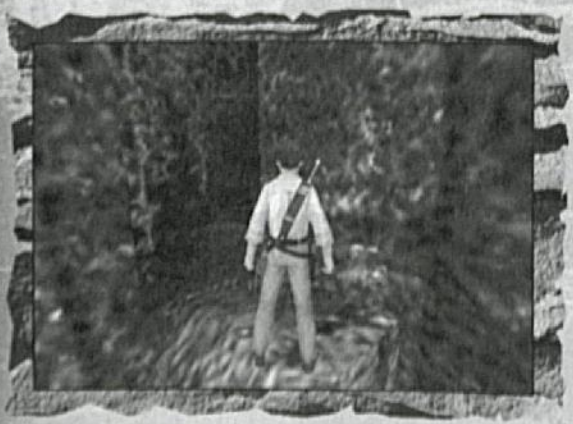
When you reach this platform (about halfway around) use your machete to cut away the vines.



Jump forward to another ledge.



Pick up this treasure. Now go back out and continue leaping to the top of the room.

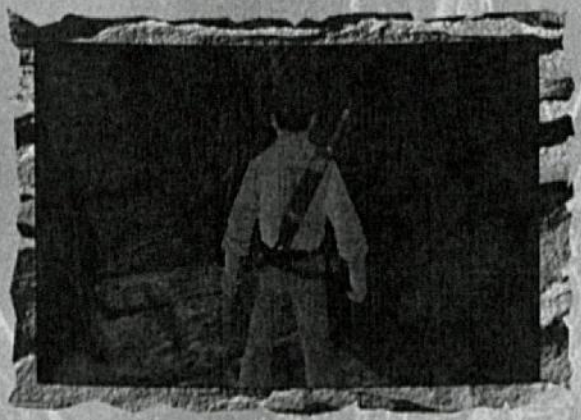


Round the corner...

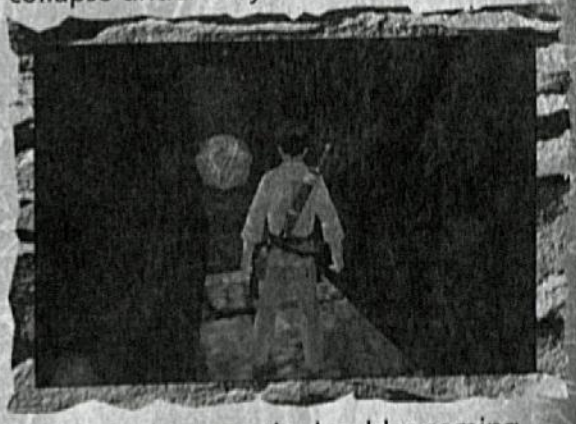
...and climb these stairs.

There is a golden idol like the one Indy picked up the last time he was in Peru.

You don't have a bag of sand, so be ready to run forward and out the door on the other side as soon as you pick up the idol. (Save here.) Otherwise the floor will soon collapse under Indy.

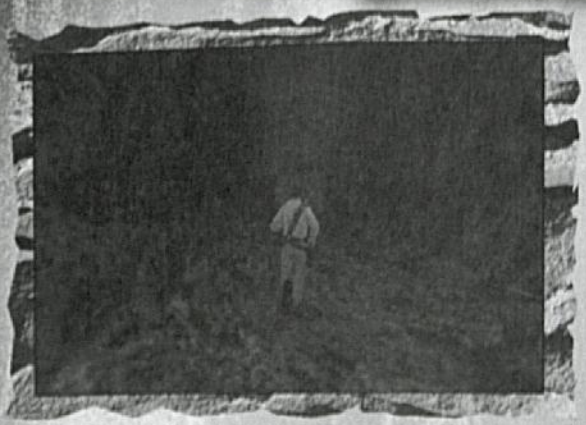


This level's final puzzle begins here. First, save the game, then draw your whip and put it away. Then go into the Gameplay Options menu and click the "Default to Run" box. This way you won't have to hold down the Run key. (Because you saved the game already, you can always come back to this point and try it at a harder one, if you find this too easy.) Now move Indy forward.

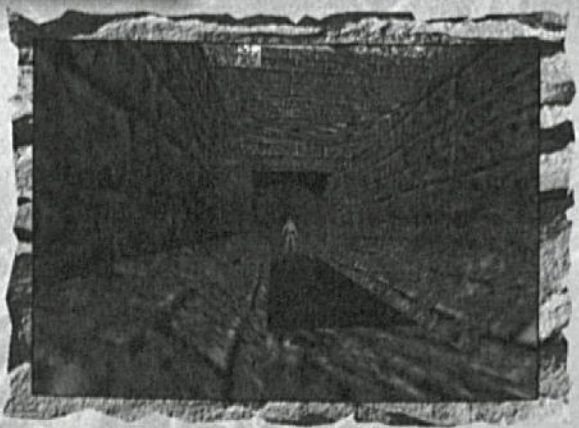


As soon as you see the boulder coming toward you, turn around and run just past the point where the pavement changes color. Then turn around.

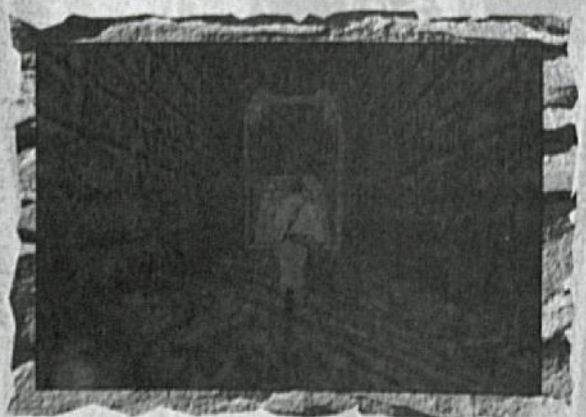
BACKTOPPER



As soon as the boulder passes overhead, jump forward (because the light-colored pavement will drop from beneath your feet), draw your whip, and start running.

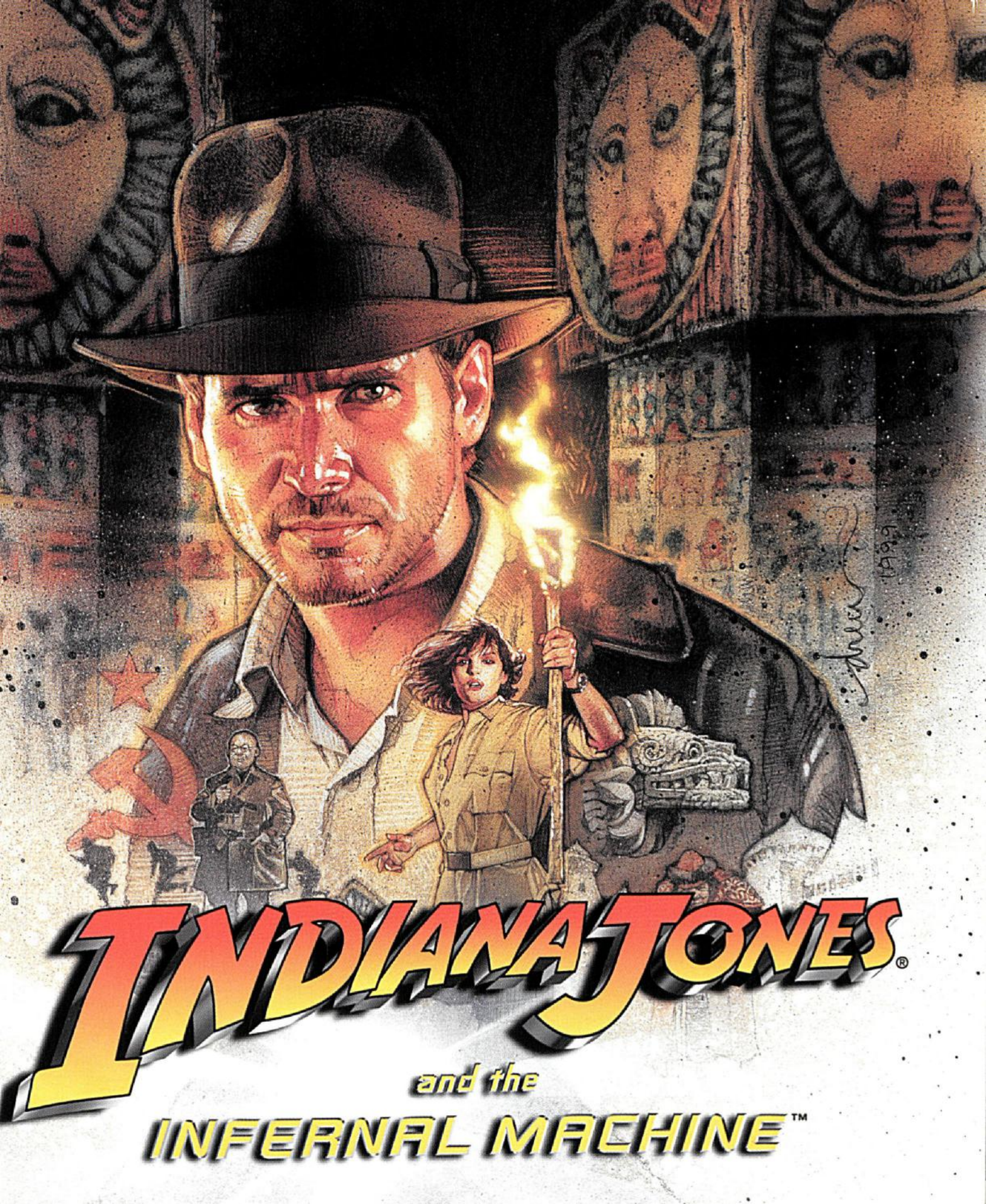


You'll slide down an incline. Then run forward to the edge of the pit and whipswing across.



Now run forward to the light-colored stripe on the floor, use your whip, and climb up.

You escaped the boulder easily: you're through with the game and can go on to new adventures.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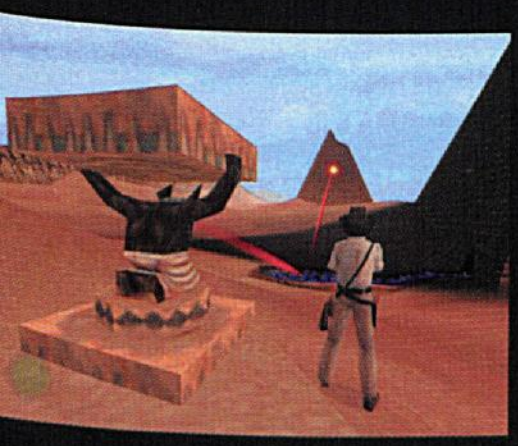

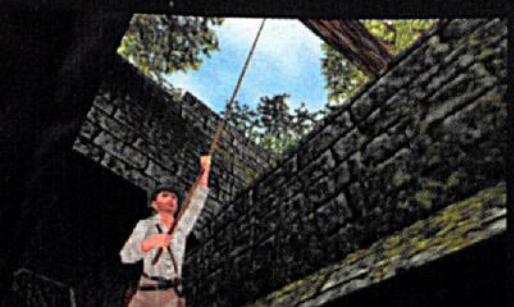

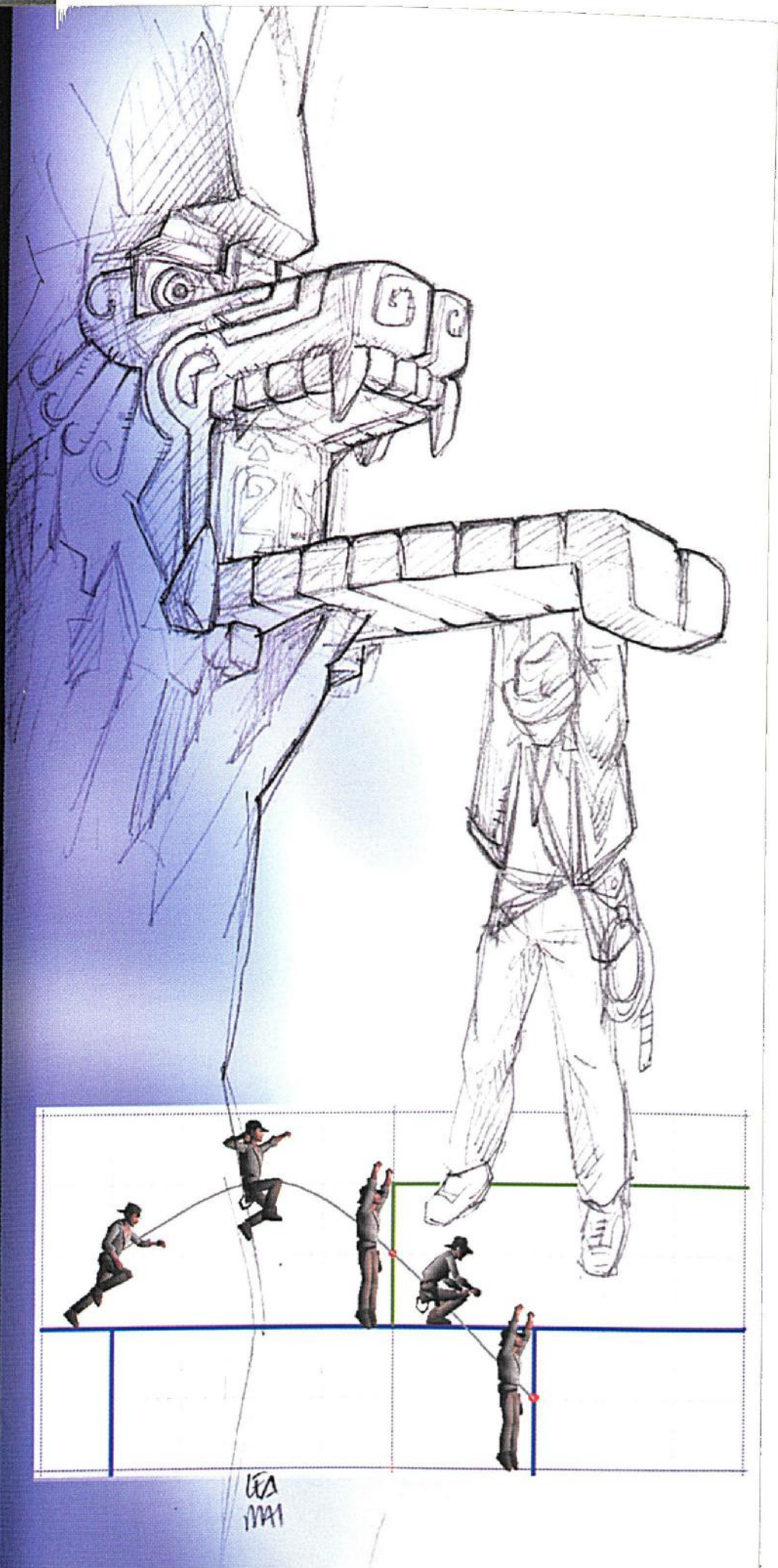

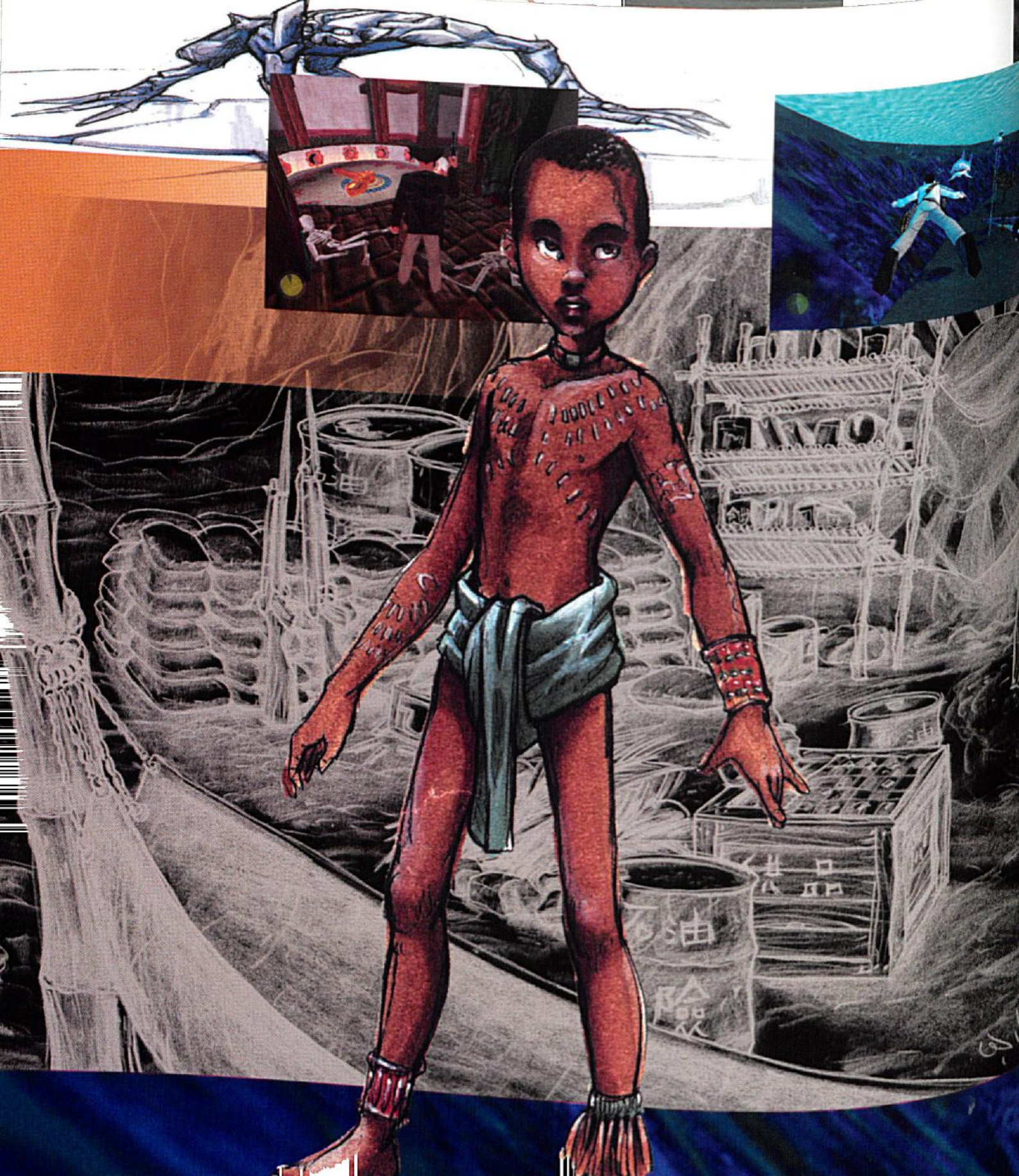

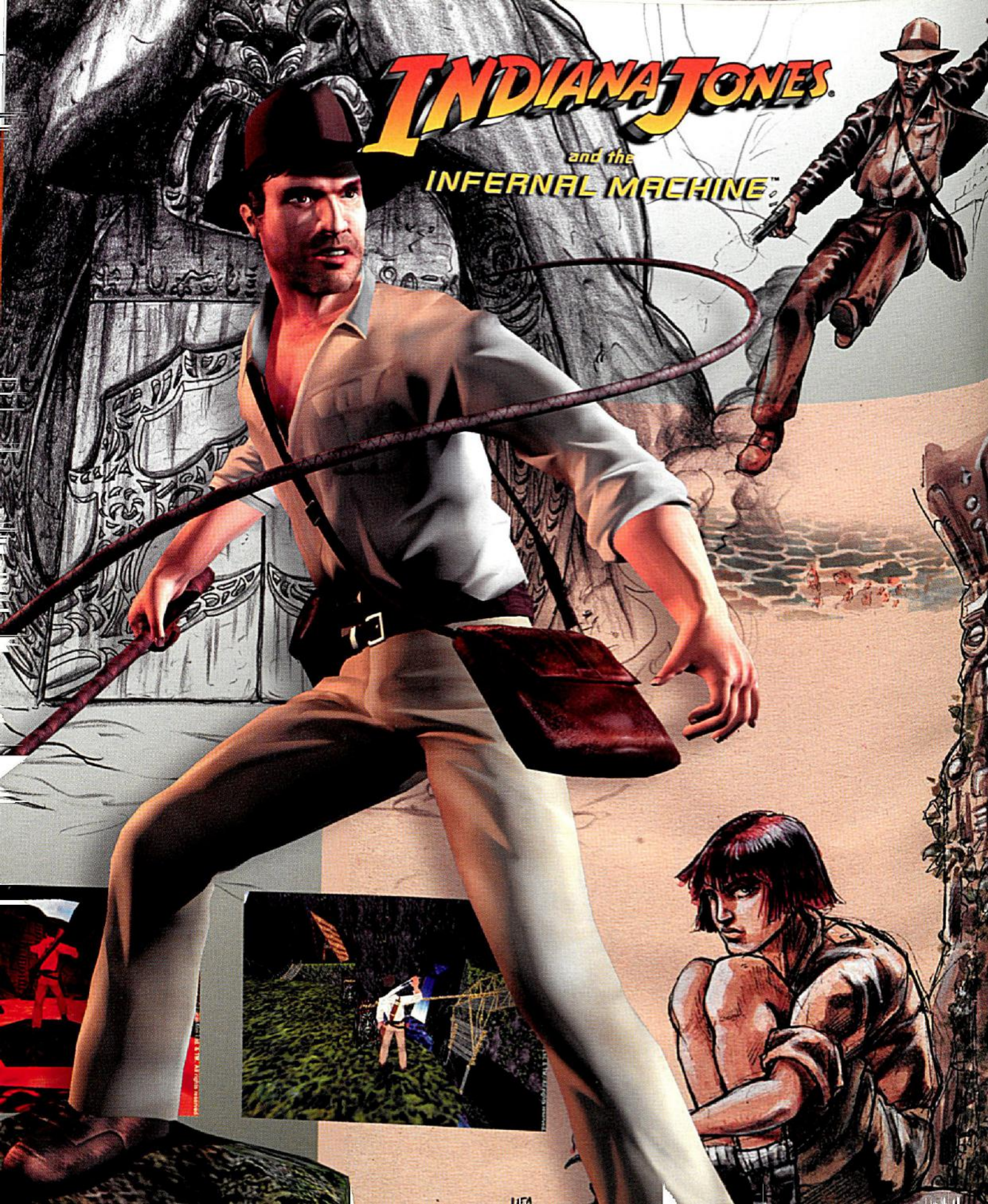
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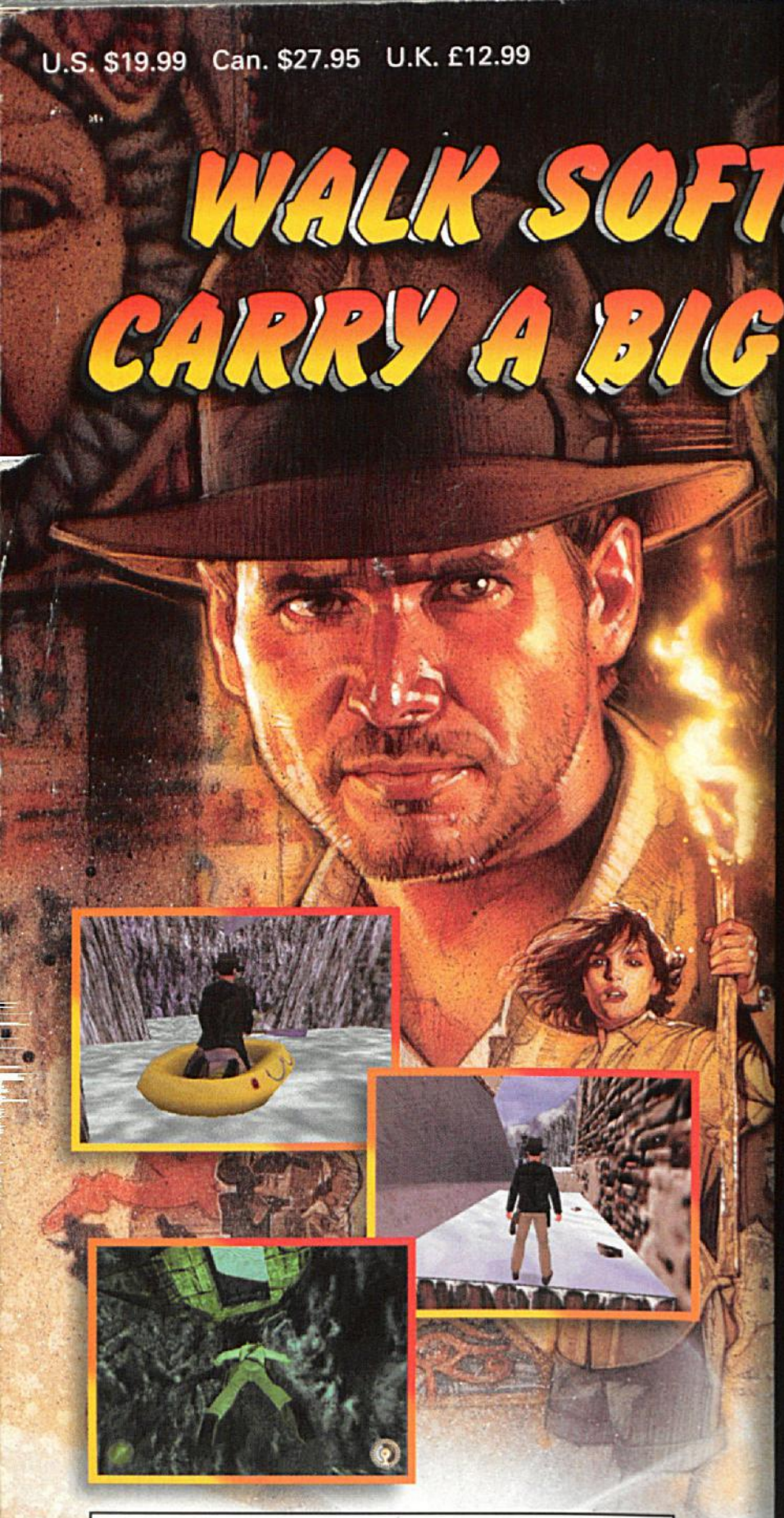

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Platform: PC

Indiana Jones and the Infernal Machine
Prima's Official Strategy Guide

Words that didn't scan

Introduction

Page 9 (p.8 in this pdf)
Last image: "Case full of money"

Babylon

Page 34 (p.33 in this pdf)
Bottom row, right image: "Jump up to the groove above Indy's head and use it to move over to the distant ledge."

Shambala Sanctuary

Page 91 (p.90 in this pdf)
Bottom row, left image: "To reach the next platform, face Indy toward the wall; then stand on the front, left edge of the second platform and use Indy's whip."

Page 92 (p.91 in this pdf)
Bottom row, right image: "After Indy climbs up, walk him to the back wall and turn him around. Again, jump forward and climb."

Page 93 (p.92 in this pdf)
Bottom row, left image: "Take a breath. Things get simpler for a while. Climb the ladder…"

Palawan Volcano

Page 144 (p.143 of this pdf)
Bottom row, right image: "Now climb onto the block and execute a forward jump from its edge to the ledge ahead."

Palawan Temple

Page 202 (p.201 of this pdf)
Bottom row, right image: "Save now. You've found Taklit's Machine Part, which renders its bearer invisible. Grab it."

V.I. Pudovkin

Page 277 (p.276 of this pdf)

Bottom row, left image: "Follow the lower catwalk around to the next ladder and hop down to the floor level. Take the pile of silver coins from under the catwalk."

King Sol's Mines

Page 321 (p.320 of this pdf)

Bottom row, left image: "Surface to fill your lungs with air; then submerge again and swim through the round opening."

Aetherium

Page 393 (p.392 of this pdf)

Bottom row, left image: "Next, take the first right turn down the passage with the blue stripe. Dive into the Aetherium at the end of the passage."